

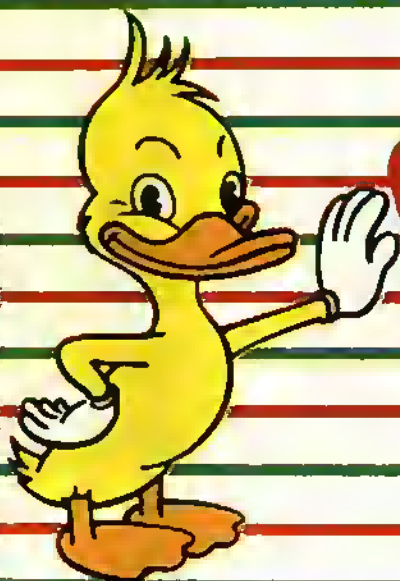
IL PRIMO SETTIMANALE DI SOFTWARE SU CARTA

L. 1000

PER IL TUO **Apple - TI99/4A - MSX**

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PAPER

soft

14

Anno 2 - N 14 - 12 aprile 1985



apple

**Jackpot
Dadi**



apple

Duello

**Anatomia
umana**



TI-99/4A

**Il frutteto
Evasione
Air defense**



TI-99/4A

MSX

**Guerre
stellari**

MSX

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Jackpot



Ecco il classico gioco della slot machine, le macchinette mangiasoldi che si vedono ovunque nei casinò di tutto il mondo.

Potrete puntare da 1 a 9 monetine e, a seconda della combinazione che apparirà sulla macchina mangiasoldi, perderete tutto oppure potrete diventare milionari. Si parte con una dotazione di 60 monetine e si gioca premendo uno dei tasti numerici: 1 vuol dire che puntate una moneta, 2 vuol dire che puntate due monete e così via. Le combinazioni vincenti sono

tutte quelle che si ripetono a partire da sinistra. Se viene visualizzato il simbolo '+' si vince anche singolarmente. Se si hanno tre simboli '+' si vince il jackpot che è il premio massimo. Le combinazioni vincenti e le relative quote sono seguenti:

== 2 volte la posta
 === 4 volte la posta
 + 3 volte la posta
 ++ 5 volte la posta
 +++ si vince il jackpot.

```

10 REM JACKPOT
20 TEXT : GR : HOME
30 FOR I = 1 TO PEEK (7B):R = RND
  (1): NEXT
40 FOR X = 5 TO 35 STEP 5: FOR Y
  = 5 TO 35 STEP 5:R = INT (
    7 * RND (1) + 1): ON R GOSUB
    400,410,420,430,440,450,460:
    NEXT : NEXT
50 FOR I = 1 TO 10: GOSUB 520: NEXT
60 FOR W = 1 TO 2500: NEXT
70 TEXT : HOME : VTAB 5: PRINT "
  SI PUO' GIOCARE DA 1 A 9 MON
  ETE ": VTAB 7: PRINT " 'E
  SC' PER CHIUDERE IL GIOCO."
75 VTAB 10: PRINT : PRINT " ==
  VI DA' 2 VOLTE LA POSTA
  ": PRINT : PRINT " == =
  VI DA' 4 VOLTE LA POSTA": VTAB
  17
80 PRINT " + VI DA' 3 VOL
  TE LA POSTA": PRINT : PRINT
  " + + VI DA' 5 VOLTE LA
  POSTA": PRINT : PRINT " +
  + + VI DA' ": FLASH : PRINT
  " IL JACKPOT": GET R$: NORMAL
  : GR : HOME
90 KK = 5:KP = 50:KJ = 70
100 JK = INT (KJ * RND (1) + KJ
  ):JU = INT (KP * RND (1) +
  KP):JJ = JU:PX = 0
110 GR
120 GOSUB 530: HOME : INVERSE : PRINT
  SPC(120): NORMAL
130 VTAB 21: HTAB 16: PRINT "JAC
  KPOT=";JK;: VTAB 24: HTAB 1:
  PRINT "AVETE ";JJ;" PEZ
  21";
140 COLOR= 15: HLIN 8,32 AT 6: HLIN
  8,32 AT 14: VLIN 6,14 AT 8: VLIN
  6,14 AT 16: VLIN 6,14 AT 24:
  
```

```

      VLIN 6,14 AT 32: HLIN 6,34 AT
      15: HLIN 6,34 AT 39: VLIN 15
      ,39 AT 6: VLIN 15,39 AT 34
150 Y = 10:X = 12: GOSUB 400:X =
      20: GOSUB 410:X = 28: GOSUB
      420
160 GOSUB 480
170 GOSUB 490
180 R = PEEK (78):R1 = INT (KK *
      RND (R) + 1):R2 = INT (KK *
      RND (R) + 1):R3 = INT (KK *
      RND (R) + 1)
190 X = 20:Y = 10
200 FOR I = 1 TO 7: COLOR= I: FOR
      YY = Y - 2 TO Y + 2: GOSUB 5
      50: NEXT : COLOR= 0: FOR YY =
      Y - 2 TO Y + 2: GOSUB 550: NEXT
      : NEXT
210 X = 12:Y = 10: ON R1 GOSUB 40
      0,410,420,430,440,450,460:X =
      20
220 FOR I = 3 TO 12: COLOR= I: FOR
      YY = Y - 2 TO Y + 2: GOSUB 5
      60: NEXT : COLOR= 0: FOR YY =
      Y - 2 TO Y + 2: GOSUB 560: NEXT
      : NEXT
230 X = 20:Y = 10: ON R2 GOSUB 40
      0,410,420,430,440,450,460
240 FOR I = 8 TO 15: COLOR= I: FOR
      YY = Y - 2 TO Y + 2: GOSUB 5
      70: NEXT : COLOR= 0: FOR YY =
      Y - 2 TO Y + 2: GOSUB 570: NEXT
      : NEXT
250 X = 28:Y = 10: ON R3 GOSUB 40
      0,410,420,430,440,450,460
260 IF R1 = 2 THEN GOSUB 600: GOTO
      280
270 IF R1 = R2 THEN GOSUB 580: GOTO
      280
280 VTAB 22: HTAB 13: FLASH : PRINT
      " GIOCA ANCORA ": GET R$: NOR
      MAL : IF R$ = CHR$ (27) GOTO 330
  
```

```

290 IF R$ < "1" OR R$ > "9" GOTO
280
300 PX = VAL (R$); JJ = JJ - PX; IF
JJ < 0 THEN PX = PX + JJ; JJ =
0
310 HOME : INVERSE : PRINT SPC(
120); NORMAL : VTAB 21: HTAB
16: PRINT "JACKPOT="; JK; VTAB
24: HTAB 1: PRINT "AVETE
"; JJ; " PEZZI";
320 IF PX > 0 GOTO 160
330 TEXT : HOME : PRINT : PRINT
" FINITO "; IF JJ = 00 THEN
PRINT : PRINT : PRINT : PRINT
: PRINT "NON VI RESTA NULLA
!!!!!!"; END
340 PRINT : PRINT : PRINT : PRINT
: PRINT "VI RESTANO "; JJ;
" PEZZI";
350 JJ = JJ - J0: PRINT : PRINT :
PRINT : IF JJ > 0 THEN PRINT
" AVETE VINTO "; JJ; "
PEZZI"; GOTO 380
360 JJ = - JJ: IF JJ > 0 THEN PRINT
" AVETE PERSO "; JJ; "
PEZZI"; GOTO 380
370 PRINT " NON AVETE PERSO
NE VINTO "; GOTO 390
380 REM
390 PRINT : PRINT : END
400 COLOR= 5: FOR I = X - 2 TO X
+ 2: VLIN Y - 2, Y + 2 AT I:
NEXT : COLOR= 0: PLOT X, Y -
1: HLIN X - 1, X + 1 AT Y: HLIN
X - 1, X + 1 AT Y + 1: RETURN
410 COLOR= 15: FOR I = X - 2 TO
X + 2: VLIN Y - 2, Y + 2 AT I
: NEXT : COLOR= 2: HLIN X -
1, X + 1 AT Y: VLIN Y - 1, Y +
1 AT X: RETURN
420 COLOR= 11: FOR I = X - 2 TO
X + 2: VLIN Y - 2, Y + 2 AT I
: NEXT : COLOR= 4: HLIN X -
1, X + 1 AT Y - 1: HLIN X - 1,
X + 1 AT Y + 1: VLIN Y - 1,
Y + 1 AT X - 1: VLIN Y - 1, Y
+ 1 AT X + 1: RETURN
430 COLOR= 15: FOR I = X - 2 TO
X + 2: VLIN Y - 2, Y + 2 AT I
: NEXT : COLOR= 5: VLIN Y -
2, Y + 2 AT X + 1: VLIN Y - 2
, Y + 2 AT X - 1: PLOT X, Y: RETURN
440 COLOR= 10: FOR I = X - 2 TO
X + 2: VLIN Y - 2, Y + 2 AT I
: NEXT : COLOR= 1: FOR I = X
- 1 TO X + 1: VLIN Y - 1, Y +
1 AT I: NEXT : RETURN
450 COLOR= 6: FOR I = X - 2 TO X
+ 2: VLIN Y - 2, Y + 2 AT I:
NEXT : COLOR= 15: HLIN X -
2, X + 2 AT Y + 1: PLOT X - 1
, Y: PLOT X + 1, Y: RETURN
460 COLOR= 14: FOR I = X - 2 TO
X + 2: VLIN Y - 2, Y + 2 AT I
: NEXT : COLOR= 8: PLOT X, Y:
PLOT X - 1, Y - 1: PLOT X -
1, Y + 1: PLOT X + 1, Y - 1: PLOT
X + 1, Y + 1: RETURN
470 COLOR= 0: FOR I = X - 2 TO X
+ 2: VLIN Y - 2, Y + 2 AT I:
NEXT : RETURN
480 Y = 3: COLOR= 15: HLIN 35, 39 AT
20: VLIN 19, 21 AT 39: VLIN Y
, 20 AT 37: COLOR= 5: FOR I =
Y - 2 TO Y + 2: HLIN 36, 38 AT
1: NEXT : RETURN
490 FOR Y = 3 TO 21: COLOR= 0: PK
= PEEK (49200): HLIN 36, 38
AT Y - 2: COLOR= 5: PK = PEEK
(49200): HLIN 36, 38 AT Y + 3
: NEXT
500 COLOR= 0: FOR Y = 24 TO 21 STEP
- 1: HLIN 36, 38 AT Y: NEXT
: COLOR= 15: HLIN 36, 38 AT 2
0: COLOR= 5: FOR Y = 19 TO 1
5 STEP - 1: HLIN 36, 38 AT Y
: NEXT
510 FOR Y = 15 TO 3 STEP - 2: COLOR=
0: VLIN Y + 3, Y + 4 AT 36: VLIN
Y + 3, Y + 4 AT 38: PK = PEEK
(49200): COLOR= 15: VLIN Y +
3, Y + 4 AT 37: COLOR= 5: HLIN
36, 38 AT Y - 1: HLIN 36, 38 AT
Y - 2: NEXT : RETURN
520 COLOR= 0: FOR K = 22 TO 33: HLIN
7, 33 AT K: NEXT
530 VTAB 12: HTAB 8: PRINT "****
*****"; HTAB
8: PRINT "**;*;*;*;*;*;*;*;*;*
;*;*;*;*;*;*;*;*;*;*;*;*;*;*;*
**;*;*;*;*;*;*;*;*;*;*;*;*;*;*
**;*;*;*;*;*;*;*;*;*;*;*;*;*;*
**;*;*;*;*;*;*;*;*;*;*;*;*;*;*
**;*;*;*;*;*;*;*;*;*;*;*;*;*;*
*****"; RETURN
550 HLIN X - 10, X - 6 AT YY
560 HLIN X - 2, X + 2 AT YY
570 HLIN X + 6, X + 10 AT YY: RETURN
580 IF R2 = R3 THEN GX = 4 * PX:
GOTO 640
590 GX = 2 * PX: GOTO 640
600 IF R2 < > 2 THEN GX = 3 * P
X: GOTO 640
610 IF R3 < > 2 THEN GX = 5 * P
X: GOTO 640
620 FOR I = 1 TO 10: PRINT CHR$
(7); GOSUB 520: NEXT : GX =
JK
630 JK = INT (80 * RND (1) + 50
)
640 JJ = JJ + GX: VTAB 24: HTAB 1
: PRINT CHR$ (7) " GUADA
GNATE "; GX; " PEZZI "; FOR
I = 1 TO GX: FOR K = 1 TO 80
: NEXT : PK = PEEK (49200) -
PEEK (49200) + PEEK (49200
) - PEEK (49200): NEXT : RETURN
65535 REM JACQUES DUMA 22/10/80

```

Dadi



Ecco il classico gioco dei dadi che viene giocato nei casinò di Las Vegas. Le regole sono molto semplici: si gioca in due giocatori e vince chi per primo raggiunge o supera i 200 punti. I punti ottenuti sono quelli che si hanno dallo somma del valore dei due dadi. Per tentare la fortuna e tirare i dadi si preme la lettera 'R' mentre per passare il turno all'avversario si preme la lettera 'Q'. Si può continuare a giocare quanto si vuole ma attenzione... se si ottiene lo stesso punteggio coi due dadi si perdono tutti i punti totalizzati nel turno di gioco e la mano passa all'avversario. Buona fortuna!

```

100 GOSUB 32000: POKE - 16298,0
110 TEXT : HOME : INVERSE : HTAB
17: PRINT ": DADI :": HTAB 1
5: PRINT ": ---- :":
120 PRINT ": R = TIRA I DADI.
      : UN
      A COPPIA ANNULLA I PUNTI FAT
      TI!":
130 NORMAL : PRINT "::::::::::::
      :::::::::::::
      ": INVERSE
140 PRINT ": U = TIENE I PUNTI
      FATTI.VINCE=200+. :":
150 PRINT : NORMAL : POKE 34,7
160 PRINT : PRINT : PRINT "2 GIO
      CATORI. DAI IL NOME E 'RETU
      RN'. -----": PRINT :
      GOTO 180
170 PRINT "MASSIMO 8 LETTERE PER
      NOME, PREGO. ": PRINT : RETURN

180 INPUT "NOME DEL GIOCATORE 1-
      >"A$
181 IF A$ = "" THEN 180
182 IF LEN (A$) < 9 THEN GOSUB
      185: GOTO 190
183 GOSUB 170: GOTO 180
185 FOR I = 1 TO 12
186 POKE 0, INT ( RND (1) * 200)
      + 5
187 POKE 1,4
188 CALL 771: FOR X = 1 TO 25: NEXT
      I
189 NEXT I: RETURN
190 INPUT "NOME DEL GIOCATORE 2-
      >"B$
191 IF B$ = "" THEN 190
192 IF LEN (B$) < 9 THEN GOSUB
      185: GOTO 200
193 GOSUB 170: GOTO 190
200 GOSUB 2500: POKE - 16304,0:
      GOSUB 30711: TLX1
210 X = INT ( RND (1) * 2):UP$ =
      A$: IF X = 1 THEN UP$ = B$
211 GOSUB 2600
220 TURN = - 1: PRINT CHR$ (7)
230 RE11

```

```

240 GOSUB 900:TURN = TURN + 1
250 VTAB 23: HTAB 3: FLASH : PRINT
      UP$,: NORMAL : PRINT " GIOCH
      I (R) 0 NO (Q)?": HTAB 111
      (32 - TURN / 10): IF TURN >
      0 THEN PRINT "BONUS=";TURN:
260 POKE - 16368,0
270 K = PEEK ( - 16384): IF K <
      > ASC ("Q") + 128 AND K <
      > ASC ("R") + 128 THEN 270

271 POKE - 16368,0: VTAB 23: HTAB
      1: CALL - 868: IF K = ASC
      ("Q") + 128 THEN 500
272 GOSUB 1000
280 IF X1 < > X2 THEN 240
285 COLOR= 6: HLIN 16,23 AT 1: FLASH
      : VTAB 1: HTAB 19: PRINT "AH
      I!": INVERSE
290 VTAB 21: HTAB 3: PRINT "
      ": VTAB 21: HTAB 3: PRINT
      " COPPIA! ":UP$:" PERDI ":U
      PPTS:" PUNTI!":
300 FOR X = 1 TO 99:BUZZ = PEEK
      ( - 16336): NEXT X
310 GOSUB 2500: GOSUB 2500: GOSUB
      2500
320 UPPTS = 0: VTAB 1: HTAB 17: INVER
      SE : PRINT ": DADI :": NORMAL : GOTO
      516
500 INVERSE
501 VTAB 21: HTAB 3: PRINT "
      ":X = - 1
502 X = X + 1:XY = 250 - 3 * X: IF
      XY < 1 THEN XY = INT ( RND
      (1) * 200) + 5
504 POKE 0,XY
505 POKE 1,3
506 CALL 771
510 VTAB 21: HTAB 7: PRINT X;" P
      UNTI PER ":UP$;"!": FOR I =
      1 TO 9: NEXT I: IF X < UPPTS
      THEN 504
511 PRINT
516 GOSUB 2500

```

```

517 NORMAL : IF UP$ = A$ THEN 60
0
518 BPTS = BPTS + UPPTS:UPPTS = 0
: IF BPTS > 199 THEN 700
519 GOSUB 2600
520 UP$ = A$: GOTO 220
600 APTS = APTS + UPPTS:UPPTS = 0
: IF APTS > 199 THEN 700
601 GOSUB 2600
610 UP$ = B$: GOTO 220
699 REM
700 GOSUB 900: FLASH : VTAB 23: CALL
- B68: VTAB 23: HTAB 7: PRINT
" ";UP$;" BATTE:";
701 IF UP$ = A$ THEN PRINT B$;
702 IF UP$ = B$ THEN PRINT A$;
703 PRINT " ! " : NORMAL
710 POKE - 16304,0: FOR QW = 1 TO
5: PRINT CHR$ (7);: NEXT QW

711 GOSUB 30711: GOSUB 30711
716 GOSUB 2500
717 VTAB 5: CALL - B68: VTAB 5:
PRINT " (ON TASTO= RIPET
E. ESC = FINE.)": FLASH : HTAB
6: PRINT "ON ";; HTAB 10: PRINT
"TASTO": HTAB 25: PRINT "ES
C"

720 NORMAL : K = PEEK ( - 16384)
: IF K < 141 THEN 720
722 POKE - 16368,0: APTS = 0: BPT
S = 0: UPPTS = 0: GOSUB 2600:
IF K < > 155 THEN RUN
730 GOTO 63900
900 REM
901 VTAB 21: CALL - B68: VTAB 2
0
902 PRINT " -----
-----"
903 PRINT " PUNTI: ";
905 IF UP$ = B$ THEN 912
910 PRINT A$;" ";; INVERSE : PRINT
" ";APTS + UPPTS;" ";; NORMAL
: PRINT " , ";B$;" " ;BPTS: GOTO
915
912 PRINT A$;" " ;APTS;" , " ;B$;"
" ;; INVERSE : PRINT " " ;BPTS
+ UPPTS;" " : NORMAL
915 PRINT " -----
-----"
920 RETURN

1000 REM
1010 X1 = INT ( RND (1) * 6) + 1
X2 = INT ( RND (1) * 6) +
1
1020 IF X1 = X2 THEN 2000
1030 UPPTS = UPPTS + X1 + X2 + TU
RN

2000 FOR I = 18 TO 9 STEP - 1
2007 VTAB 1: HTAB 7: PRINT "
"; NEXT
I
2010 INVERSE : FOR I = 9 TO 18
2020 VTAB 1: HTAB 7: PRINT "
"; HTAB 22: PRINT
"
"
2025 NEXT I

```

```

2030 NORMAL : X = X1:XF = 0: ON X
GOSUB 2051,2052,2053,2054,2
055,2056
2040 X = X2:XF = 15: ON X GOSUB 2
051,2052,2053,2054,2055,2056
: RETURN
2051 GOSUB 2101: RETURN
2052 GOSUB 2104: GOSUB 2105: RETURN
2053 GOSUB 2102: GOSUB 2107: GOSUB
2101: RETURN
2054 GOSUB 2102: GOSUB 2107: GOSUB
2105: GOSUB 2104: RETURN
2055 GOSUB 2104: GOSUB 2107: GOSUB
2105: GOSUB 2102: GOSUB 2101
: RETURN
2056 GOSUB 2102: GOSUB 2107: GOSUB
2105: GOSUB 2104: GOSUB 2103
: GOSUB 2106: RETURN
2101 H = 12 + XF:Y = 13: GOTO 215
0
2102 H = 9 + XF:Y = 10: GOTO 2150
2103 H = 8 + XF:Y = 13: GOTO 2150
2104 H = 8 + XF:Y = 16: GOTO 2150
2105 H = 16 + XF:Y = 10: GOTO 215
0
2106 H = 16 + XF:Y = 13: GOTO 215
0
2107 H = 16 + XF:Y = 16: GOTO 215
0
2150 GOSUB 2200: FOR I = 1 TO 8:
S = PEEK ( - 16336): NEXT I
: RETURN
2200 VTAB Y: HTAB H: PRINT "
"
: HTAB H: PRINT " " : RETURN
2499 REM
2500 FOR I = 1 TO 222: NEXT I: RETURN
2600 FOR X = 7 TO 19: VTAB X: CALL
- B68: FOR I = 1 TO 20: NEXT
I,X: RETURN
2705 PLOT X POS - 1 + CHR,Y POS
: NEXT CHR: RETURN
30711 FOR I = 1 TO 4: IF I = INT
(1 / 2) * 2 = 0 THEN POKE -
16304,0
30712 POKE 0, INT ( RND (1) * 20
0) + 5
30713 POKE 1, INT ( RND (1) * 99
) + 50
30714 CALL 771: TEXT : NEXT
30715 RETURN
32000 POKE 771,173: POKE 772,48:
POKE 773,192: POKE 774,136:
POKE 775,208: POKE 776,4: POKE
777,198: POKE 778,1: POKE 77
9,240
32002 POKE 780,8: POKE 781,202: POKE
782,208: POKE 783,246: POKE
784,166: POKE 785,0: POKE 78
6,76: POKE 787,3: POKE 788,3
: POKE 789,96:0 = - 16384: RETURN

```

Duello



In questo gioco verranno messi a dura prova i vostri riflessi e la vostra capacità di concentrazione. I giocatori sono due e si sfidano ad un duello all'ultimo sangue.

Il giocatore di sinistra userà il tasto "Z" mentre il giocatore di destra userà il tasto "?". L'Apple fa vedere una serie di simboli in rapida successione al centro dello schermo e dovrete cercare di osservarli con la massima attenzione: questi sono infatti i simboli che danno diritto a sparare. Ogni simbolo valido dà un punteggio diverso e dovrete cercare di ricordare an-

che il punteggio abbinato a esso. Infatti i segni presentati all'inizio verranno ripetuti insieme a tanti altri segni che invece non sono utili per sparare. Il giocatore che per primo invece non sono utili per sparare. Il giocatore che per primo riconosce uno dei simboli validi preme il suo tasto e, se ha indovinato, colpisce l'avversario. Attenzione però che se sbaglierete sarà l'avversario a colpirvi e a guadagnare il prezioso punteggio. Vince il giocatore che per primo raggiunge 10 punti.

```
80 GOSUB 32000
95 LPTS = 0:RPTS = 0:PITCH = 0
110 GR : HOME : NORMAL : GOSUB 5
    000
112 NORMAL : VTAB 21: HTAB 10: PRINT
    "      ";: HTAB 25: PRINT "
        ";: INVERSE
115 VTAB 21: HTAB 3: PRINT " Z K
    EY ";: HTAB 29: PRINT " ? KE
    Y "
116 IF TIME > 0 THEN 125
120 FOR I = 1 TO 999: NEXT I
125 GOSUB 5160: NORMAL
140 REM
```

TROVA IL SIMBOLO

```
155 VTAB 23: HTAB 1: PRINT SPC(
    13): HTAB 25: PRINT SPC( 29
    ): HTAB 25: PRINT SPC( 15)
160 FOR I = 1 TO 5
162 COL(1) = INT ( RND (1) * 15)
    + 1: IF COL(1) = 3 OR COL(1
    ) = 5 OR COL(1) = 7 OR COL(1
    ) = 11 OR COL(1) = 14 THEN 1
    62
165 NEXT
170 VTAB 21: HTAB 15: PRINT " SP
    ARA " ";: HTAB 15: PRINT " "O
    UESTO "
185 FOR I = 0 TO 5:S(1) = 0: NEXT
    I
200 FOR J = 1 TO INT ( RND (1) *
    6) + 4:NBR = INT ( RND (1) *
    5) + 1: COLOR= COL(NBR): ON
    NBR GOSUB 1100,1200,1300,140
    0,1500
202 POKE 0, INT ( RND (1) * 99) +
    9
204 POKE 1,9
```

```
206 CALL MU
207 POKE 0, INT ( RND (1) * 99) +
    9
208 POKE 1,4
209 CALL MU
210 NEXT J:S(NBR) = 1:SYMBOL = N
    BR
215 FOR I = 1 TO INT ( RND (1) *
    500) + 300: NEXT I
230 VTAB 21: HTAB 15: PRINT "
        ";: HTAB 15: PRINT "
        "
245 INVERSE
260 VTAB 22: HTAB 16: PRINT "PRO
    NTO:"
275 COLOR= 0: GOSUB 2010: FOR I =
    1 TO 777: NEXT I
290 REM
```

INIZIO

```
305 NBR = INT ( RND (1) * 5) + 1
    : COLOR= COL(NBR): ON NBR GOSUB
    1100,1200,1300,1400,1500: POKE
    0 + 16,0: VTAB 22: HTAB 16: PRINT
    "      "
320 FOR TIME = 25 TO INT ( RND
    (1) * 20) STEP - 1: HTAB 18
    : PRINT SPC( TIME < 10);TIM
    E / 10;
355 J = PEEK (0 + 48)
367 IF PEEK (0) < > 175 AND PEEK
    (0) < > 218 THEN NEXT : COLOR=
    0: FOR I = 15 TO 21: VLIN 28
    ,38 AT 1: NEXT : GOTO 305
380 IF PEEK (0) = 175 THEN 590
382 GOTO 425
395 REM
```

PRIMA A SINISTRA

```

410 NORMAL : VTAB 21: HTAB 16: PRINT
  "(NO!!.)"
415 S(NBR) = 1: FOR I = 1 TO 4: FOR
  J = 1 TO INT ( RND (1) * 99
  ) + 99: NEXT J: COLOR= 0: VLIN
  16,17 AT 21: FOR J = 1 TO 4:
  K = PEEK (Q + 48): NEXT J
416 FOR J = 1 TO 99: NEXT J: COLOR=
  11: VLIN 16,17 AT 21: NEXT I

418 COLOR= COL(SYMBOL): ON SYMBO
  L GOSUB 1100,1200,1300,1400,
  1500
419 VTAB 21: HTAB 16: PRINT " (S
  1 ) "; CHR$ (7); INVERSE
420 GOSUB 5160
425 GOSUB 6000: IF S(NBR) < > 1
  THEN 575
440 GOSUB 6110
455 VTAB 23: HTAB 1: PRINT " VIN
  CE "; HTAB 9: PRINT TI
  ME / 10
470 PRINT CHR$ (7); " ----- PTI
  ."; CHR$ (7); LPTS = LPTS +
  TIME
485 NORMAL
500 VTAB 24: HTAB 27: PRINT "DAI
  "; FLASH : PRINT "RETURN";
  : NORMAL : PRINT ".";
530 HNBR = 15: HCOL = 1: HPTS = .5 +
  (LPTS / 10): X = 4: Y = 1: GOSUB
  3000
545 GOTO 710
560 REM

```

PRIMA A DESTRA

```

575 NORMAL : VTAB 21: HTAB 16: PRINT
  "(NO!!.)"
580 S(NBR) = 1: FOR I = 1 TO 5: FOR
  J = 1 TO INT ( RND (1) * 99
  ) + 99: NEXT J: COLOR= 0: VLIN
  15,16 AT 15: FOR J = 1 TO 4:
  K = PEEK (Q + 48): NEXT J
581 FOR J = 1 TO 99: NEXT J: COLOR=
  12: VLIN 15,16 AT 15: NEXT I

582 COLOR= COL(SYMBOL): ON SYMBO
  L GOSUB 1100,1200,1300,1400,
  1500
583 VTAB 21: HTAB 16: PRINT " (S
  1 ) "; CHR$ (7): INVERSE
585 GOSUB 5160

590 GOSUB 7000: IF S(NBR) < > 1
  THEN 410
605 GOSUB 7110
620 VTAB 23: HTAB 26: PRINT " VI
  NCE "; HTAB 34: PRINT
  TIME / 10
635 HTAB 26: PRINT CHR$ (7); " -
  ----- PTI. "; CHR$ (7); RPTS
  = RPTS + TIME
650 NORMAL
665 FOR I = 1 TO 500: NEXT I: VTAB

```

```

24: HTAB 1: PRINT " DAI "; FLASH
: PRINT "RETURN"; NORMAL : PRINT
  ".";
695 HNBR = 13: HCOL = 8: HPTS = .5 +
  (RPTS / 10): X = 29: Y = 1: GOSUB
  3000: NORMAL
700 REM

```

STAMPA IL PUNTEGGIO

```

710 POKE Q + 16,0: INVERSE
725 VTAB 24: HTAB 15: PRINT " 10
  =VINCE"; NORMAL
745 VTAB 21
755 HTAB 3: PRINT "TOT. = ";
  HTAB 9: PRINT LPTS / 10;
760 HTAB 16: PRINT " 1
770 HTAB 26: PRINT "TOT. = ";
  : HTAB 32: PRINT RPTS / 10
772 IF LPTS > 99 OR RPTS > 99 THEN
  4000

785 K = PEEK (Q): IF K < > 141 AND
  K < > 155 THEN 785
787 POKE Q + 16,0: IF K = 155 THEN
  95
788 GOTO 112
1000 REM

```

SIMBOLI

```

1100 GOSUB 2010: COLOR= 0: REM S
  PIRAL
1110 HLIN 15,19 AT 31: HLIN 17,1
  9 AT 35: VLIN 32,34 AT 19
1115 RETURN
1200 GOSUB 2010: COLOR= 0: REM C
  ROSS
1215 VLIN 28,30 AT 15: VLIN 28,3
  0 AT 16: VLIN 28,30 AT 20: VLIN
  28,30 AT 21: VLIN 36,38 AT 1
  5: VLIN 36,38 AT 16: VLIN 36
  ,38 AT 20: VLIN 36,38 AT 21

1220 RETURN
1300 GOSUB 2010: COLOR= 0: REM E

1310 HLIN 18,21 AT 31: HLIN 18,2
  1 AT 35
1315 RETURN
1400 GOSUB 2010: COLOR= 0: REM O

1415 COLOR= 0: FOR I = 17 TO 19:
  VLIN 31,35 AT 1: NEXT I
1420 RETURN
1500 GOSUB 2010: COLOR= 0: REM !

1505 VLIN 32,38 AT 15: VLIN 33,3
  8 AT 16: HLIN 17,19 AT 34: VLIN
  33,38 AT 20: VLIN 32,38 AT 2
  1

1515 RETURN
2010 FOR I = 15 TO 21: VLIN 28,3
  8 AT 1: NEXT I: RETURN
3000 REM

```

PUNTI CAPPELLO

```

3010 COLOR= HNBR: FOR I = X TO X
+ 3: VLIN Y,Y + 4 AT 1: NEXT
I
3015 COLOR= HCOL: IF HPTS = .5 >
9.9 THEN 3200
3020 IF HPTS > 9 THEN HPTS = 9
3022 ON INT (HPTS) + 1 GOTO 310
0,3110,3120,3130,3140,3150,3
160,3170,3180,3190
3100 VLIN Y + 1,Y + 3 AT X + 1: VLIN
Y + 1,Y + 3 AT X + 2: RETURN

3110 VLIN 1,5 AT X: VLIN 2,4 AT
X + 1: VLIN 1,4 AT X + 3: RETURN

3120 HLIN X,X + 2 AT 2: HLIN X +
1,X + 3 AT 4: RETURN
3130 HLIN X,X + 2 AT 2: HLIN X,X
+ 2 AT 4: RETURN
3140 HLIN X,X + 2 AT 4: HLIN X,X
+ 2 AT 5: HLIN X + 1,X + 2 AT
1: HLIN X + 1,X + 2 AT 2: RETURN

3150 HLIN X + 1,X + 3 AT 2: HLIN
X,X + 2 AT 4: RETURN
3160 HLIN X + 1,X + 3 AT 2: HLIN
X + 1,X + 2 AT 4: RETURN
3170 VLIN 2,5 AT X: VLIN 2,5 AT
X + 1: VLIN 2,5 AT X + 2: RETURN

3180 HLIN X + 1,X + 2 AT 2: HLIN
X + 1,X + 2 AT 4: RETURN
3190 HLIN X + 1,X + 2 AT 2: HLIN
X,X + 2 AT 4: RETURN
3200 PLOT X,1: PLOT X + 2,1: PLOT
X + 1,2: PLOT X + 3,2: PLOT
X,3: PLOT X + 2,3: PLOT X +
1,4: PLOT X + 3,4: PLOT X,5:
PLOT X + 2,5: RETURN
4000 REM

FINE GIOCO

```

```

4001 PITCH = 258: VTAB 22: CALL -
95B
4010 IF RPTS > 99 THEN 4015
4012 I = 1: J = 25: GOTO 4016
4015 I = 25: J = 1
4016 INVERSE : VTAB 21: HTAB 15:
PRINT "

```

```

4017 NAME$ = " ***** " : Y =
22: X = 1: GOSUB 4050
4020 NAME$ = " VINCITORE!! " : Y =
23: GOSUB 4050
4025 NAME$ = " ***** " : Y =
24: GOSUB 4050

4030 NAME$ = " PREMI RETURN": NORMAL
: Y = 22: X = J: GOSUB 4050
4035 NAME$ = " PER GIOCARRE " : Y =
23: GOSUB 4050
4037 NAME$ = " ESC = FINE. " : Y =
24: GOSUB 4050
4038 VTAB 22: HTAB X + 7: FLASH

```

```

: PRINT "RETURN": PRINT : HTAB
X + 1: PRINT "ESC": NORMAL

```

```

4040 K = PEEK (Q): IF K < > 141
AND K < > 155 THEN 4040
4042 POKE Q + 16,0: IF K = 141 THEN
95
4045 HOME : PRINT : PRINT " BYE
...": ENO
4050 VTAB Y: HTAB X: FOR NBR = 1
TO LEN (NAME$): PRINT MID$
(NAME$,NBR,1);
4051 PITCH = PITCH - 6: IF PITCH <
10 THEN 4060
4052 POKE 0, INT ( RND (1) * 200
) + 50
4054 POKE 1,13
4056 CALL MU
4057 POKE 0,PITCH
4058 POKE 1,20
4059 CALL MU
4060 NEXT NBR: RETURN
5000 REM

```

QUELLANTI

```

5020 COLOR= 1
5040 HLIN 1,10 AT 7: FOR I = 3 TO
8: VLIN 0,6 AT 1: NEXT I
5060 FOR I = 2 TO 6: VLIN 14,21 AT
1: NEXT I: VLIN 16,20 AT 1: VLIN
18,20 AT 7
5080 COLOR= 8
5100 FOR I = 0 TO 6: HLIN 28,34 AT
1: NEXT I: HLIN 25,37 AT 7: HLIN
28,36 AT 21: HLIN 28,36 AT 2
2
5120 FOR I = 31 TO 34: VLIN 31,3
6 AT 1: NEXT I: HLIN 28,31 AT
37: HLIN 33,34 AT 37: HLIN 2
8,30 AT 36: HLIN 29,30 AT 35

5140 HLIN 6,7 AT 21: PLOT 1,21: FOR
I = 8 TO 11: HLIN 2,5 AT 1: NEXT
I: PLOT 3,12
5160 COLOR= 2
5180 FOR I = 3 TO 5: VLIN 22,34 AT
1: NEXT I: VLIN 22,26 AT 1: VLIN
22,28 AT 2: VLIN 22,28 AT 6:
VLIN 22,26 AT 7
5200 HLIN 27,37 AT 15: HLIN 32,3
7 AT 14: HLIN 33,37 AT 13: VLIN
16,17 AT 29: PLOT 37,16
5220 FOR I = 30 TO 34: VLIN 23,3
0 AT 1: NEXT I: VLIN 23,27 AT
28: VLIN 23,29 AT 35: VLIN 2
3,27 AT 36
5240 COLOR= 5
5260 HLIN 3,5 AT 35: HLIN 2,8 AT
36: HLIN 2,3 AT 37: HLIN 5,8
AT 37
5280 COLOR= 7
5300 VLIN 23,31 AT 6: HLIN 2,4 AT
25: HLIN 4,5 AT 27: PLOT 4,2
6
5320 VLIN 23,30 AT 29: HLIN 31,3
3 AT 25: HLIN 30,31 AT 27: PLOT
31,26: PLOT 29,15

```

```

5340 COLOR= 11
5360 FOR I = 8 TO 11: HLIN 28,34
    AT I: NEXT I: HLIN 30,34 AT
    12: HLIN 30,32 AT 13: HLIN 3
    0,31 AT 14
5380 FOR I = 22 TO 24: HLIN 30,3
    3 AT I: NEXT I: VLIN 25,26 AT
    30
5400 COLOR= 12
5420 HLIN 5,7 AT 14: HLIN 3,7 AT
    13: VLIN 9,12 AT 4: VLIN 11,
    12 AT 5: VLIN 11,13 AT 5: VLIN
    8,12 AT 6: VLIN 9,12 AT 7: VLIN
    8,11 AT 8
5440 VLIN 22,26 AT 5: FOR I = 22
    TO 24: HLIN 2,4 AT I: NEXT
    I
5460 COLOR= 13
5480 FOR I = 16 TO 20: HLIN 30,3
    6 AT I: NEXT I: VLIN 17,20 AT
    28: VLIN 18,20 AT 29
5500 HLIN 30,33 AT 21
5520 COLOR= 0
5540 PLOT 29,8: VLIN 15,17 AT 7
5560 FOR I = 12 TO 21: HLIN 8,26
    AT I: NEXT I: VLIN 16,20 AT
    27
5580 COLOR= 15
5600 HLIN 0,13 AT 38: HLIN 0,13 AT
    39: HLIN 23,39 AT 38: HLIN 2
    3,39 AT 39
5610 HLIN 14,16 AT 26: HLIN 20,2
    2 AT 26: PLOT 16,25: PLOT 20
    ,25
5620 VLIN 26,39 AT 13: VLIN 26,3
    9 AT 23
5640 IF C < > 0 THEN 5840
5660 REM

```

ISTRUZIONI

```

5662 COLOR= 9: NBR = INT ( RND (
    1) * 5): ON NBR GOSUB 1100,1
    200,1300,1400,1500
5665 NAME$ = "-----": GOSUB
    5675
5666 NAME$ = "          ": GOSUB
    5675
5667 NAME$ = "-----": GOSUB
    5675
5668 NAME$ = "    DUELLO!!! ": INVERSE
    : GOSUB 5675: NORMAL
5669 NAME$ = "-----": GOSUB
    5675
5674 FOR I = 1 TO 999: NEXT I: GOTO
    5699
5675 VTAB 24: HTAB 13: FOR I = 1
    TO LEN (NAME$): PITCH = PITCH
    CH + 1: PRINT MID$ (NAME$,I
    ,1);
5677 POKE 0,222 - 3 * PITCH
5679 POKE 1,4
5680 CALL MU
5682 NEXT I: IF PITCH < 54 THEN
    PRINT

```

```

5684 RETURN
5699 HOME : INVERSE : VTAB 21: HTAB
    3: PRINT "'2'KEY ";: HTAB 29
    : PRINT "'?'KEY ";
5700 NORMAL : HTAB 14: PRINT " <
    > "
5720 NORMAL : PRINT "* APPLE SCE
    GLIE UN SIMBOLO CHE SPARA.
    "
5740 PRINT "* PREMI LA TUA KEY Q
    UANDO ESSO RIAPPARE"
5760 PRINT "* IL PIU' RAPIDO VIN
    CE SE E' CORRETTO. ";
5780 FLASH : VTAB 21: HTAB 16: PRINT
    "RETURN": NORMAL
5790 FOR I = 1 TO 20
5792 POKE 0,202 - 10 * I
5794 POKE 1,3
5796 CALL MU
5798 NEXT I: COLOR= 2: GOSUB 150
    0
5800 K = PEEK (Q): IF K < > 141
    THEN 5800
5802 POKE Q + 16,0: C = I
5820 HOME
5840 INVERSE : FOR I = 21 TO 23:
    VTAB 1: HTAB 14: PRINT " ";
    : HTAB 24: PRINT " ";: NEXT
    I
5860 VTAB 24: HTAB 14: PRINT "
    ";
5900 RETURN
6000 REM

```

DISEGNI A SINISTRA

```

6010 COLOR= 1
6015 FOR I = 15 TO 18: HLIN 7,11
    AT I: NEXT I
6020 COLOR= 12
6025 HLIN 12,15 AT 15: HLIN 12,1
    5 AT 16: HLIN 12,13 AT 17: HLIN
    12,13 AT 18
6030 COLOR= 7
6035 HLIN 12,19 AT 13: HLIN 13,1
    9 AT 14: HLIN 13,14 AT 19: HLIN
    14,16 AT 17: VLIN 15,16 AT 1
    6: PLOT 14,18: PLOT 18,12
6040 COLOR= 0
6045 VLIN 29,31 AT 6
6050 COLOR= 2
6055 FOR I = 22 TO 26: HLIN 2,6 AT
    I: NEXT I: HLIN 4,6 AT 27: PLOT
    6,28
6060 COLOR= 8
6065 HLIN 2,5 AT 21
6070 FOR I = 1 TO 20
6072 POKE 0,255 - 10 * I
6074 POKE 1,3
6076 CALL MU
6080 NEXT I
6100 RETURN
6110 REM

```

FUOCO A SINISTRA

```

6120 COLOR= 9: FOR I = 1 TO 99: NEXT
      1
6130 VLIN 13,14 AT 20: VLIN 12,1
      5 AT 21: VLIN 11,12 AT 22: VLIN
      15,16 AT 22
6140 COLOR= 0: VLIN 15,16 AT 15
6150 FOR I = 1 TO 50: J = PEEK (
      Q + 48) + PEEK (Q + 48) - PEEK
      (Q + 48): NEXT I
6155 GOTO 6170
6160 COLOR= 0: VLIN 13,14 AT 20:
      VLIN 12,15 AT 21: VLIN 11,1
      6 AT 22
6165 RETURN
6170 HCOL = 20: V = 13: HPSN = 2: VPSN = 0
6180 HCOL = HCOL + HPSN: V = V + VPSN: IF V > 37 THEN 6230
6190 IF SCRN( HCOL + HPSN / 2, V
      + VPSN / 2) = 0 THEN 6210
6195 IF VPSN = 0 THEN GOSUB 616
      0
6200 HPSN = HPSN * - 1: VPSN = 2
6202 POKE 0, INT ( RND (1) * 99)
      + 5
6204 POKE 1,4
6206 CALL MU
6210 COLOR= 15: PLOT HCOL + HPSN
      ,V + VPSN: COLOR= 0: PLOT HC
      OL,V
6220 GOTO 6180
6230 GOSUB 5160: COLOR= 0: PLOT
      HCOL,V: RETURN
7000 REM

```

DISEGNO A SINISTRA

```

7010 COLOR= 13
7015 FOR I = 16 TO 20: HLIN 26,2
      9 AT 1: NEXT I
7020 COLOR= 8
7025 HLIN 28,36 AT 21: HLIN 28,3
      6 AT 22
7030 COLOR= 11: FOR I = 16 TO 20
      1: HLIN 23,25 AT 1: NEXT I: HLIN
      21,22 AT 16: HLIN 21,22 AT 1
      7
7035 COLOR= 7
7040 HLIN 17,25 AT 14: HLIN 17,2
      4 AT 15: VLIN 16,17 AT 20: HLIN
      20,22 AT 18: HLIN 23,24 AT 2
      1: PLOT 18,13
7045 COLOR= 2
7050 FOR I = 23 TO 29: HLIN 29,3
      3 AT 1: NEXT I
7055 COLOR= 0
7060 PLOT 29,30
7100 GOTO 6070
7110 REM

```

FUOCO A DESTRA

```

7118 I = INT ( RND (1) * 3): IF
      I < > 0 THEN 7130
7120 COLOR= 12: HLIN 5,7 AT 15: HLIN

```

```

5,7 AT 16: COLOR= 0: HLIN 6,
      7 AT 13: HLIN 6,7 AT 14
7130 COLOR= 15: FOR I = 1 TO 99:
      NEXT I
7140 VLIN 14,15 AT 16: VLIN 13,1
      6 AT 15: VLIN 12,13 AT 14: VLIN
      16,17 AT 14
7150 COLOR= 0: VLIN 16,17 AT 21
7160 FOR I = 1 TO 50: J = PEEK (
      Q + 48) - PEEK (Q + 48) + PEEK
      (Q + 48): NEXT I
7170 GOTO 7195
7180 COLOR= 0: VLIN 12,17 AT 14:
      VLIN 13,16 AT 15: VLIN 14,1
      5 AT 16: RETURN
7195 HCOL = 16: V = 14: HPSN = - 2
      : VPSN = 0
7200 HCOL = HCOL + HPSN: V = V + VPSN: IF V > 37 THEN 7219
7205 IF SCRN( HCOL + HPSN / 2, V
      + VPSN / 2) = 0 THEN 7215
7206 IF VPSN = 0 THEN GOSUB 718
      0
7207 HPSN = HPSN * - 1: VPSN = 2
7208 POKE 0, INT ( RND (1) * 99)
      + 5
7209 POKE 1,4
7210 CALL MU
7215 COLOR= 15: PLOT HCOL + HPSN
      ,V + VPSN: COLOR= 0: PLOT HC
      OL,V: GOTO 7200
7219 COLOR= 1: HLIN 5,7 AT 15: HLIN
      5,7 AT 16: PLOT 7,17: COLOR=
      12: HLIN 5,7 AT 13: HLIN 5,7
      AT 14
7220 GOSUB 5160: COLOR= 0: PLOT
      HCOL,V: RETURN
32000 FOR I = 770 TO 789: READ J
      : POKE 1,J: NEXT I: DATA 96,1
      73,48,192,136,208,4,198,1,24
      0,8,202,208,246,166,0,76,3,3
      ,96
32763 Q = - 16384: MU = 771: RETURN

```



Anatomia umana

L'Anatomia è una scienza apprezzata ed evitata insieme; se da un lato è grazie al suo studio che è stato, ed è possibile salvare tante vite umane, da un altro lato è anche vero che a volte può essere impressionante e addirittura ripugnante osservare come siamo fatti dentro.

Dopo questa introduzione che può aver fatto pensare male qualcuno di voi, una premessa: con questo listato in Basic nessuno diverrà un

novello Frankenstein (o Frankenstein, secondo la pronuncia), e neppure un chirurgo provetto; tutt'al più potrete morire (in senso metaforico) dal ridere, vedendo i vostri amici scambiare un osso del naso per uno dell'orecchio, o cose simili.

Forse sarà un gioco un po' macabro; è però indubbiamente divertente!

Un consiglio: allontanate il vostro cane dal video; con tutte quelle ossa in giro non si sa mai!

```

100 REM *****
110 REM *      ANATOMIA      *

120 REM *      UMANA      *
130 REM *****
140 REM
150 REM TI-99          BASIC
160 GOTO 2480
170 FOR I=1 TO N
180 READ C,C$
190 CALL CHAR(C,C$)
200 NEXT I
210 CALL CLEAR
220 RETURN
230 DATA 80,82,69,77,73,32,60,69
,78,84,69,82,62,32
240 RESTORE 230
250 FOR Y=19 TO 32
260 READ G
270 CALL HCHAR(24,Y,G)
280 NEXT Y
290 CALL KEY(0,K,S)
300 IF K<>13 THEN 290
310 CALL HCHAR(24,19,32,13)
320 RETURN
330 FOR I=1 TO N
340 READ X,Y,G,R
350 CALL HCHAR(X,Y,G,R)
360 NEXT I
370 RETURN
380 FOR I=1 TO R
390 READ BONES(I),B(I)
400 NEXT I
410 RANDOMIZE
420 FOR I=1 TO R
430 RR=INT(RND*R+1)

```

```

440 IF BONES(RR)="" THEN 430
450 B$(RR)=BONES(RR)
460 BB(RR)=B(RR)
470 ANS(RR)=I
480 CALL HCHAR(15+I,2,48+I)
490 FOR J=1 TO LEN(B$(RR))
500 CALL HCHAR(15+I,J+3,ASC(SEG$
(B$(RR),J,1)))
510 NEXT J
520 BONES(RR)=""
530 NEXT I
540 DATA 65,78,65,84,79,77,73,65
,32,85,77,65,78,65,32
550 RESTORE 540
560 FOR Y=9 TO 23
570 READ G
580 CALL HCHAR(1,Y,G)
590 NEXT Y
600 FOR I=1 TO R
610 RR=INT(RND*R+1)
620 IF B$(RR)="" THEN 610
630 CALL HCHAR(14,2,63,3)
640 CALL KEY(0,K,S)
650 CALL COLOR(BB(RR),16,1)
660 CALL COLOR(BB(RR),7,1)
670 IF S<1 THEN 640
680 IF K-48=ANS(RR) THEN 710
690 CALL SOUND(500,-5,1)
700 GOTO 640
710 CALL HCHAR(14,2,32,3)
720 CALL SOUND(150,262,1)
730 CALL SOUND(150,330,1)
740 CALL SOUND(150,392,1)
750 CALL SOUND(150,330,1)
760 CALL SOUND(200,262,1)
770 CALL COLOR(BB(RR),12,1)

```

```

780 B$(RR)=""
790 NEXT I
800 DATA 32,32,82,73,84,69,78,84
,73,63,32
810 RESTORE 800
820 FOR Y=22 TO 32
830 READ G
840 CALL HCHAR(23,Y,G)
850 NEXT Y
860 CALL HCHAR(24,26,40)
870 CALL HCHAR(24,27,83)
880 CALL HCHAR(24,28,47)
890 CALL HCHAR(24,29,78)
900 CALL HCHAR(24,30,41)
910 CALL KEY(0,K,S)
920 IF K=78 THEN 2480
930 IF K<>83 THEN 910
940 FOR Y=16 TO 24
950 CALL HCHAR(Y,2,32,12)
960 NEXT Y
970 CALL HCHAR(23,22,32,10)
980 CALL HCHAR(24,26,32,5)
990 RETURN
1000 RESTORE 1010
1010 DATA 97,F0FCFFFFFFFFFFFFFF,98
,0000C0E0F8FCFEFF,99,0080C0C0E0E
0E0E,100,E0E0F0F0F8F8FCFC
1020 DATA 101,FCFCFEFE3F1F0F07,1
02,FFFFFFFFF8F0C,103,FFFF7F1F1
F0F0707,109,0F7FFFFFFFFFFFFFFF

1030 DATA 105,000000031F3F7FFF,1
06,01070F0F1F1F3F7F,107,7F7F3F3F
3F3F3F1F,108,0F0F0F0F0F0F0F0F
1040 DATA 137,0F0F0F0F0F03030101,1
38,FFFF7F7F3F1E0C,155,FFFEFCF,15
3,0303030303030303,159,F0C0808
1050 DATA 154,030303030303070F,1
56,0080C0C0E0E0F0F8,157,0F3FFFFF
FFFFFFFFE,158,00000001030FFFFF

1060 DATA 113,7C7E7F7F3F3F1F1F,1
14,0F0FFFFFFFFFFFFFFF,115,1F1F0F0F
0F0F1F1F,116,FFFFFFFFFEE0C0C
1070 DATA 117,00000080E0FCFFFF,1
18,FFFFFFFFF3F1F07,121,FF7F3F1F
1F0F0701,122,7F1F0701
1080 DATA 123,FFFFFFFFF0F,124,FEF
CF0C08,125,CFCF878703030101,126,
0080E0F0F0F8F8F8

1090 DATA 127,00BBBBBBFFFFFFFFF,1
45,FFFFFFFF77777777,146,FFFF7B7B
7B7B,147,FFFFFFF
FFFD B1BC
1100 N=37
1110 GOSUB 170
1120 PRINT " PARIETALE":TAB(20)
;"FRONTALE"::"TEMPORALE"

```

```

1130 PRINT TAB(20);"ZIGOMO"::"TA
B(19);"MASCELLA"::" MANDIBO
LA"::":::
1140 RESTORE 1150
1150 DATA 3,14,105,1,3,15,109,1,
3,16,96,1,3,17,97,1,3,18,98,1,4,
13,106,1,4,14,104,1
1160 DATA 4,15,96,4,4,19,97,1,4,
20,98,1,5,12,106,1,5,13,104,2,5,
15,96,6,5,21,99,1
1170 DATA 6,12,104,3,6,15,96,6,6
,21,100,1,7,12,104,3,7,15,96,5,7
,20,102,1,7,21,101,1
1180 DATA 8,12,107,1,8,13,136,3,
8,16,155,1,8,18,103,1,8,19,96,1,
8,21,153,1,9,12,108,1
1190 DATA 9,13,136,3,9,18,154,1,
9,19,152,1,9,20,156,1,9,21,153,1
,10,12,108,1,10,13,136,2
1200 DATA 10,15,112,1,10,16,117,
1,10,17,158,1,10,18,157,1,10,19,
159,1,10,20,113,1,10,21,114,1
1210 DATA 11,12,137,1,11,13,136,
1,11,14,120,1,11,15,118,1,11,16,
144,3,11,20,115,1,11,21,116,1
1220 DATA 12,13,138,1,12,14,125,
1,12,15,126,1,12,16,144,5,13,15,
120,1,13,16,147,1,13,17,146,1
1230 DATA 13,18,145,3,14,15,121,
1,14,16,120,1,14,17,127,4,15,16,
121,1,15,17,120,4
1240 DATA 16,17,122,1,16,18,123,
2,16,20,124,1,16,21,32,1
1250 N=66
1260 GOSUB 330
1270 GOSUB 240
1280 RESTORE 1290

1290 DATA 4,3,32,10,6,22,32,8,9,
3,32,9,10,22,32,10,13,21,32,8,16
,9,32,9
1300 N=6
1310 GOSUB 330
1320 R=6
1330 DATA FRONTALE,9,PARIETALE,1
0,ZIGOMO,11,MANDIBOLA,12,TEMPORA
LE,14,MASCELLA,15
1340 RESTORE 1330
1350 GOSUB 380
1360 GOTO 1340
1370 RESTORE 1380

1380 DATA 97,0001030307070707,98
,0F0F0F0F0F0F0F0F,99,07070707030
301,100,81C3C7EFFFFFFFFF

1390 DATA 101,F7F3F0F0F0F3F7FF,1
02,FFFFFFFFF7F77E3C1,113,0000000
000FFFFFFFF,121,7E7E7E7E007E7E7E

```

```

1500 RESTORE 1510
1510 DATA 8,2,97,1,9,2,98,1,10,2
,99,1,8,3,96,8,9,3,96,8,10,3,96,
8,8,11,100,1
1520 DATA 9,11,101,1,10,11,102,1
,8,12,104,8,9,12,113,8,10,12,112
,8,8,20,121,1,9,20,121,1
1530 DATA 10,20,121,1,7,21,145,1
,8,21,129,1,9,21,130,1,10,21,131
,1,7,22,146,1,8,22,138,2
1540 DATA 9,22,140,2,8,24,139,1,
9,24,137,1,10,22,141,1,10,23,142
,1,10,24,143,1,10,29,32,1
1550 N=27
1560 GOSUB 330
1570 GOSUB 240
1580 N=7
1590 RESTORE 1600
1600 DATA 6,23,32,10,7,14,32,6,7
,23,32,1,11,14,32,18,12,4,32,19,
13,20,32,1,14,20,32,7
1610 GOSUB 330
1620 R=6
1630 DATA Omero,9,RADIO,10,ULNA,
11,CARPO,12,METACARPO,13,FALANGI
,14
1640 RESTORE 1630
1650 GOSUB 380
1660 GOTO 1640
1670 RESTORE 1680
1680 DATA 43,FFFFFFFFFFFFFFFFF,33
,FFFFFFFFF1F1F1F0F,34,FFFFFFFFE0F
8FCFE,35,FFFFFFF
1690 DATA 36,FFFFFFFFF071F3F7F,37
,FFFFFFFFF8F8F8F8,97,07070707070
70707,100,E0E0E0E0E0E0E0E0E

```

```

1930 DATA 12,20,113,5,13,10,113,
4,13,14,116,1,13,20,119,1,13,21,
113,4,16,13,121,1,16,14,120,3
1940 DATA 16,16,130,1,16,17,128,
1,16,18,134,1,16,19,120,2,16,21,
125,1,17,13,120,3,17,16,131,1
1950 DATA 17,17,129,1,17,18,135,
1,17,19,120,3,18,13,120,3,18,16,
133,1,18,17,151,1,18,18,132,1
1960 DATA 18,19,120,3,19,13,123,
1,19,14,120,2,19,17,145,1,19,19,
120,2,19,21,127,1,20,14,123,1
1970 DATA 20,15,120,1,20,16,122,
3,20,19,120,1
1980 DATA 20,20,127,1,21,15,137,
1,21,16,138,1,21,17,139,1,21,18,
140,1,21,19,141,1,24,30,32,1
1990 N=84
2000 GOSUB 330
2010 GOSUB 240
2020 RESTORE 2030
2030 DATA 5,1,32,1,7,3,32,9,6,24
,32,7,10,24,32,4,14,18,32,8,18,2
2,32,5,17,3,32,8,3,8,32,9
2040 DATA 17,11,32,1,14,9,32,8,1
9,11,32,1,10,28,32,3
2050 DATA 19,3,32,8,21,20,32,7,5
,17,104,1,17,17,128,1,18,17,128,
1,18,17,128,1
2060 N=18
2070 GOSUB 330
2080 CALL CHAR(145,"7F7F3E3E1C08
")
2090 DATA CLAVICOLA,1,VERTEBRE,2
,SCAPOLA,9,STERNO,10,COSTOLE,11,
ILEO,12,OSSO SACRO,13,COCCIGE,15
,ISCHIO,14
2100 R=9
2110 RESTORE 2090
2120 GOSUB 380
2130 CALL VCHAR(16,13,121)
2140 CALL VCHAR(17,13,120,2)
2150 CALL VCHAR(19,13,123)
2160 GOTO 2110
2170 RESTORE 2180
2180 DATA 97,F0F8F8F8F0E0C08,98,
071F7F7F7F7F7F7F,99,3F1F0F070703
0301,100,FFFFFFFFFFFFEFC
2190 DATA 105,7E7F7F7F7F7F7F3E,1
13,7FFFFFFFF7F7F7F7F,114,00C0FFFF
FFFFFFFF,115,FFFFFFFFFFFFE8
2200 DATA 122,FFCF8F8F0F0F0F0F,1
21,0F0F0F0F0F0F0F0F,129,3E7FFFFF
FFFFFFFF7F,137,1C3F1F0F07030F0F
2210 DATA 138,38BEBFBF00F8FEFF,1
39,FFFF8F0F070707,140,FFFF01FEFF
01FEFF,145,FCFEFF03F8FE07E
2220 DATA 146,F80EF678,147,1F0F0
3,130,00F0FEFFFFFFFFFE
2230 N=19
2240 GOSUB 170
2250 PRINT TAB(14);"FEMORE":::::
::TAB(14);"ROTULA":::TAB(7);"TIB
IA"
2260 PRINT :TAB(14);"FIBULA":::::
:TAB(14);"TARSO"::" METATARSO
FALANGI"
2270 CALL VCHAR(2,14,96,9)
2280 CALL VCHAR(2,15,96,8)
2290 CALL VCHAR(13,14,112,7)
2300 CALL VCHAR(14,15,121,7)
2310 RESTORE 2320
2320 DATA 2,13,98,1,2,16,97,1,3,
13,99,1,10,15,100,1,11,14,100,1,
11,15,105,1,12,14,113,1
2330 DATA 12,15,114,1,13,15,122,
1,20,14,115,1,12,14,129,1,21,15,
130,1,22,14,137,1,22,15,138,1
2340 DATA 23,15,139,1,23,16,140,
2,23,18,145,1,24,18,146,1,24,17,
147,1,24,30,32,1
2350 N=20
2360 GOSUB 330
2370 GOSUB 240
2380 RESTORE 2390
2390 DATA 4,16,32,6,11,16,32,7,1
4,9,32,5,16,16,32,6,21,16,32,6,2
3,5,32,10,23,19,32,9
2400 N=7
2410 GOSUB 330
2420 R=7
2430 DATA FEMORE,9,ROTULA,10,TIB
IA,11,FIBULA,12,TARSO,13,METATAR
SO,14,FALANGI,15
2440 RESTORE 2430
2450 GOSUB 380
2460 GOTO 2440
2470 STOP
2480 CALL CLEAR
2490 PRINT TAB(7);"ANATOMIA UMAN
A"::::::::::
2500 AS="FFFFFFFFFFFFFFFF"
2510 CALL CHAR(96,AS)
2520 CALL COLOR(9,7,1)
2530 CALL HCHAR(7,15,96,3)
2540 CALL HCHAR(8,15,96,3)
2550 CALL HCHAR(9,15,96,3)
2560 CALL VCHAR(10,16,96,6)
2570 CALL HCHAR(11,13,96,7)
2580 CALL VCHAR(15,15,96,6)
2590 CALL VCHAR(15,17,96,6)
2600 CALL COLOR(2,2,1)
2610 IF FLAG=2 THEN 2820
2620 FOR I=1 TO 7
2630 CALL COLOR(9+I,12,1)

```

```

2640 CALL CHAR(96+8*I,A$)
2650 NEXT I
2660 FLAG=2
2670 PRINT "ISTRUZIONI? (S/N)"
2680 CALL KEY(0,K,S)
2690 IF K=78 THEN 2820
2700 IF K<>83 THEN 2680
2710 CALL CLEAR
2720 PRINT "PUOI RIPASSARE I NOM
I DELLE OSSA QUANTO VUOI."
2730 PRINT :::"QUINDI PREMI <ENT
ER>."
2740 PRINT :::"LA NOMENCLATURA SP
ARIRA' E STARA' A TE DARE IL NO
ME"
2750 PRINT "ESATTO AD OGNI OSSO.
"::::
2760 PRINT "SCEGLI IL NUMERO ESA
TTO--"::::"DEVI RISPONDERE ESATTAM
ENTE PER POTER CONTINUARE."::::
2770 GOSUB 240
2780 FLAG=2
2790 GOTO 2480
2800 DATA 83,67,69,71,76,73,58,4
9,32,67,65,80,79,32,50,32,66,82,
65,67,45,32,32,32,32,67,73,65
2810 DATA 51,32,84,79,82,83,79,5
2,32,71,65,77,66,69,53,32,70,73,
78,69,32,32,32,32
2820 RESTORE 2800
2830 CALL HCHAR(23,1,32,21)
2840 FOR X=7 TO 19 STEP 2
2850 FOR Y=23 TO 29
2860 READ G
2870 CALL HCHAR(X,Y,G)
2880 NEXT Y
2890 NEXT X
2900 CALL KEY(0,K,S)
2910 IF S<1 THEN 2900
2920 IF K=53 THEN 2980
2930 IF (K>52)+(K<49)=-1 THEN 29
00
2940 CALL CLEAR
2950 PRINT "UN ATTIMO, PREGO."::::
:
2960 CALL COLOR(9,12,1)
2970 ON K-48 GOTO 1000,1370,1670
,2170
2980 CALL CLEAR
2990 END

```

Il frutteto



TI-99/4A

Non vi siete mai domandati quanta fatica costa raccogliere la frutta in un frutteto? Bene! Questa volta la imparerete a vostre spese. Avrete a disposizione 5 cestini per raccogliere al volo i vari frutti che cadono dagli alberi, in modo del tutto casuale. Ad ogni frutto che si perderà nell'erba, verrete penalizzati di un cestino; dopo aver perso il quinto dovreste ricominciare daccapo. Una vera fatica di Sisifa! Per spasta-

re il cestino a destra e a sinistra userete i tasti con le corrispondenti frecce e per fermare il medesimo userete la barra spaziatrice. Solo dopo due giorni e due notti di lavara, vi verranno abbuonati gli errori commessi. Il programma in TI Basic è lungo e richiede molta attenzione, ma la soddisfazione che ne trarrete alla fine vi ripagherà in piena della fatica. Buon divertimento!

```

100 REM *****
110 REM *
120 REM * IL FRUTTETO *
130 REM * *
140 REM * TI-99/4A *
150 REM * *
160 REM * *
170 REM * *

```

```

180 REM * TI BASIC *
190 REM *****
200 CALL CLEAR
210 GOSUB 2500
220 PRINT TAB(6);"VUOI AVERE LE
"::::TAB(3);"ISTRUZIONI ? (S/N)"::::
::

```

```

230 CALL KEY(0,K,S)
240 IF S=0 THEN 230
250 IF K=83 THEN 270
260 IF K=78 THEN 280
270 GOSUB 2690
280 CALL CLEAR
290 F1=0
300 SC=5
310 CALL SCREEN(1)
320 GOSUB 2050
330 MG=130
340 MOND=147
350 DATA 137,130,130,130,130,137
,130,130,130,137,152,153,154,155
,130,137,130,130,130,130,130,130
,137
360 DATA 130,130,130,137,130,130
,137,130,130
370 DATA 130,137,130,130,130,130
,130,137,130,130,156,157,158,159
,129,130,137,130,137,130,130,137
,130
380 DATA 130,130,137,130,152,153
,154,155,137
390 DATA 130,130,130,137,130,43,
42,44,130,130,130,137,130,130,13
0,137,130,130,43,41,42,44,130,13
0,130,130,137
400 DATA 156,157,158,159,129
410 DATA 42,41,42,41,46,47,47,47
,45,44,130,137,130,43,41
420 DATA 41,42,46,47,47,47,47,45
,42,41,42,42,44,130,130,137,130

430 DATA 47,47,47,47,47,47,47,47
,47,47,45,42,46,47,47,40
440 DATA 47,47,47,47,47,47,47,47
,4D,47,47,47,45,41,41,42
450 YS=16
460 PI(1)=72
470 PI(2)=88
480 PI(3)=80
490 PI(4)=73
500 CALL CLEAR
510 CALL CHAR(37,"183C3C7E7EFF7E
18")
520 CALL CHAR(36,"0010387C7C1")

530 CALL CHAR(34,"0008081C08")
540 CALL CHAR(33,"00001038")
550 CALL CHAR(35,"000010387C1")

560 CALL CHAR(137,"0000000008")

570 CALL CHAR(148,"020303070F1EF
C7")
580 CALL CHAR(147,"187EFFFFFFFFF7
E18")

590 CALL CHAR(72,"02041E3E3C7060
8")
600 CALL CHAR(73,"08103C7A7E7E3C
")
610 CALL CHAR(74,"0073846414E3")
620 CALL CHAR(75,"009925252599")
630 CALL CHAR(76,"00CF28CE482F")
640 CALL CHAR(96,"182442ABD5AB56
3C")
650 CALL CHAR(80,"78F010102844C3
C3")
660 CALL CHAR(88,"80C0E06070381E
07")
670 CALL CHAR(39,"0000001054381"
)
680 CALL CHAR(38,"00000089523418
1")
690 CALL CHAR(152,"000303000F1F3
F3F")
700 CALL CHAR(153,"0000F0FFFFFFF
FFF")
710 CALL CHAR(154,"000001F3FFFFF
F3F")
720 CALL CHAR(155,"0000E0F0FCE9E
FE")
730 CALL CHAR(156,"7F6F6F6F3F16"
)
740 CALL CHAR(157,"F8FFEF8FFFFFF
B")
750 CALL CHAR(158,"19B3FFFFFFFFF5
9")
760 CALL CHAR(159,"FEFFFEFFFEFF7C
1")
770 CALL CHAR(129,"80E0E0E0F0E0C
")
780 CALL CHAR(40,"FFFF7EC3C18183
C3")
790 CALL CHAR(41,"00004070FCFFFF
FF")
800 CALL CHAR(42,"00000000086CFF
FF")

810 CALL CHAR(43,"0000000002267F
FF")
820 CALL CHAR(44,"00000000A0F4FE
FF")
830 CALL CHAR(45,"80C0E0FCFDFFFF
FF")
840 CALL CHAR(46,"01030F1FDFFFFF
FF")
850 CALL CHAR(47,"FFFFFFFFFFFFFF
FF")
860 CALL CHAR(130,"")
870 REM   ### STAMPA BOSCO
880 FOR J=1 TO 5

```

```

890 FOR I=1 TO 32
900 READ ZC
910 CALL HCHAR(J,I,ZC)
920 NEXT I
930 NEXT J
940 S1=15
950 Z=6
960 X=1
970 A=32
980 A=A+1
990 S=S1
1000 FOR J=1 TO X
1010 CALL HCHAR(Z,S,A)
1020 CALL HCHAR(Z,S+2,A)
1030 S=S+2
1040 NEXT J
1050 X=X+1
1060 Z=Z+1
1070 S1=S1-1
1080 ON Z GOTO 990,990,990,990,9
90,990,990,980,980,990,980,990,9
80,990,990,1090
1090 CALL HCHAR(20,1,39,160)
1100 O=24
1110 FOR P=74 TO 76
1120 CALL HCHAR(22,O,P)
1130 O=O+1
1140 NEXT P
1150 GOTO 1300
1160 REM MOVIMENTO ERBA
1170 SC=SC-1
1180 FOR ZE=38 TO 39
1190 CALL HCHAR(Z-1,S-1,ZE,3)
1200 FOR ZI=1 TO 50
1210 NEXT ZI
1220 NEXT ZE
1230 T1=1200
1240 FOR TT=1 TO 2
1250 FOR T=T1 TO 1000 STEP -30
1260 CALL SOUND(-100,T,0)
1270 NEXT T
1280 T1=1400
1290 NEXT TT
1300 CALL HCHAR(19,YS,96)
1310 RANDOMIZE
1320 FOR J=1 TO 5
1330 CALL HCHAR(23,5+J,39)
1340 NEXT J

1350 FOR J=1 TO SC
1360 CALL HCHAR(23,5+J,96)
1370 NEXT J
1380 IF SC=0 THEN 2360
1390 CALL HCHAR(2,MS,MG)
1400 MS=MS+1
1410 IF MS<33 THEN 1560
1420 IF F1=1 THEN 1480
1430 F1=1

```

```

1440 REM ### GIORNO/NOTTE
1450 MOND=148
1460 GOSUB 2050
1470 GOTO 1560
1480 F1=0
1490 MOND=147
1500 GOSUB 2050
1510 TZAHL=TZAHL+1
1520 IF TZAHL<4 THEN 1560
1530 TZAHL=0
1540 SC=5
1550 GOTO 1350
1560 CALL GCHAR(2,MS,MG)
1570 IF MG=129 THEN 1610
1580 IF MG<160 THEN 1590 ELSE 16
00
1590 IF MG>151 THEN 1610 ELSE 16
00
1600 CALL HCHAR(2,MS,MOND)
1610 PIC=PI(INT(RND*4)+1)
1620 Z=6
1630 S=16
1640 REM ### INIZIO GIOCO
1650 CALL HCHAR(6,16,PIC)
1660 CALL HCHAR(6,16,32)
1670 CALL SOUND(-50,-2,7)
1680 CALL HCHAR(Z,S,32)
1690 Z=Z+1
1700 IF Z<15 THEN 1750
1710 IF Z=21 THEN 1160
1720 CALL GCHAR(Z,S,FR)
1730 IF FR=32 THEN 1780
1740 IF FR=96 THEN 1960
1750 W=INT(RND*3)-1
1760 IF W=0 THEN 1750
1770 S=S+W
1780 CALL HCHAR(Z,S,PIC)
1790 CALL KEY(0,K,ST)
1800 IF ST=0 THEN 1870
1810 IF K=68 THEN 1840
1820 IF K=83 THEN 1860
1830 IF K=32 THEN 1680
1840 R=1
1850 GOTO 1870
1860 R=-1
1870 YS=YS+R
1880 IF YS>32 THEN 1890 ELSE 192
0
1890 YS=YS-R
1900 GOTO 1680
1910 YS=1
1920 CALL HCHAR(19,YS-R,32)
1930 IF YS<1 THEN 1910
1940 CALL HCHAR(19,YS,96)
1950 GOTO 1680
1960 REM
1970 CALL SOUND(-100,-6,0)
1980 CALL SOUND(-100,1200,0)

```

```

1990 SCORE=SCORE+1
2000 TE$=STR$(SCORE)&" "
2010 TS=24
2020 TZ=23
2030 GOSUB 2250
2040 GOTO 1380
2050 REM #SUBROUTINE COLORI
2060 REM #GIORNO E NOTTE
2070 MS=1
2080 CALL COLOR(1,3+F1*10,11+F1*-9)
2090 CALL COLOR(2,15+F1*-13,6+F1*-1)
2100 IF F1=0 THEN 2130
2110 CALL COLOR(14,16,6+F1*-1)
2120 GOTO 2140
2130 CALL COLOR(14,6+F1*-1,6+F1*-1)
2140 CALL COLOR(13,16+F1*-10,6+F1*-1)
2150 CALL COLOR(16,16+F1*-10,6+F1*-1)
2160 CALL COLOR(5,11+F1*-9,11+F1*-9)
2170 CALL COLOR(6,7,11+F1*-9)
2180 CALL COLOR(7,14,11+F1*-9)
2190 CALL COLOR(4,2+F1*14,11+F1*-9)
2200 CALL COLOR(8,3,11+F1*-9)
2210 CALL COLOR(3,2+F1*14,11+F1*-9)
2220 CALL COLOR(9,2+F1*14,11+F1*-9)
2230 CALL COLOR(15,12,6+F1*-1)
2240 RETURN
2250 REM ### ROUTINE STAMPA GENERALE
2260 J=LEN(TE$)
2270 FOR I=0 TO 2
2280 CALL HCHAR(TZ,TS+I,32)
2290 NEXT I
2300 FOR I=0 TO J
2310 TG=ASC(SEG$(TE$,I+1,1))
2320 CALL HCHAR(TZ,TS+I,TG)
2330 IF TG=32 THEN 2350
2340 NEXT I
2350 RETURN
2360 TZ=22
2370 TS=9
2380 TE$="riprovi_s_n "
2390 GOSUB 2250
2400 CALL KEY(0,K,ST)
2410 IF K=83 THEN 2460
2420 IF K<>78 THEN 2400
2430 CALL CLEAR
2440 PRINT TAB(7);"-ARRIVEDERCI-";

```

```

2450 END
2460 CALL HCHAR(22,8,39,14)
2470 SCORE=0
2480 SC=5
2490 GOTO 1300
2500 REM *** BELLA SCRITTURA

2510 RESTORE
2520 DATA 003F666C746466EF,007E313B3633337E,003E634140603F1E,007E321119113F7E,007F33303C38317F,007F723239383078
2530 DATA 003E6648504F663E,007C603F3132327A03,007C38181C1A183C2,003F13060606263F
2540 DATA 007B72363C363673,007830303072637F
2550 DATA 007F2B2A49494963,007C76323A323477,003E634559617F3E,007E33313F3E3078,003E634559617F3E07
2560 DATA 007F313A34323179,003E413C06634F3E
2570 DATA 007F492A0808081C,006F2626666E7E37,0073622232321E0C,0077222241494936,007932140814264F
2580 DATA 007341623418183C,007F43260C1A317F
2590 FOR J=1 TO 160
2600 READ I
2610 NEXT J
2620 FOR J=65 TO 90
2630 READ Z$
2640 CALL CHAR(J,Z$)
2650 NEXT J
2660 GOSUB 2730
2670 RESTORE
2680 RETURN
2690 FOR F=1 TO 16
2700 CALL COLOR(F,14,14)
2710 NEXT F
2720 GOTO 2780
2730 CALL SCREEN(14)
2740 FOR J=1 TO 16
2750 CALL COLOR(J,16,14)
2760 NEXT J
2770 RETURN
2780 PRINT " I L F R U T T E
T O"
2790 PRINT " -----
---"
2800 PRINT ":::
2810 PRINT " SALVE GIARDINIERE
!":::
2820 PRINT "TENTA DI RACCOGLIERE
NEL":::
2830 PRINT "CESTELLO TUTTI I FRU
TTI":::

```

```

2840 PRINT "CHE CADONO DAGLI ALB
ERI!":
2850 PRINT "PER QUESTO USA I TAS
TI":
2860 PRINT "'S' PER SINISTRA, 'D
' PER ":
2870 PRINT "DESTRA E 'SPAZIO' P
ER":
2880 PRINT "FERMARE IL TUO CESTE
LLO!":
2890 PRINT "PREMI UN TASTO!"
::
2900 GOSUB 2730
2910 CALL KEY(0,K,ST)
2920 IF ST=0 THEN 2910 ELSE 2930

2930 CALL CLEAR
2940 PRINT TAB(10);"ALT !!":
::

```

```

2950 PRINT "QUASI L'AVEVO DIMENT
ICATO":
2960 PRINT "PUOI FARE SOLO 5 ERR
ORI":
2970 PRINT "DOPO DUE GIORNI E DU
E NOTTI":

2980 PRINT "DI DURO LAVORO, TI V
ERRANNO ":
2990 PRINT "ANNULLATI TUTTI GLI
ERRORI":
3000 PRINT "CHE HAI FATTO.":
3010 PRINT "PREMI UN TASTO!"

3020 CALL KEY(0,K,ST)
3030 IF ST=0 THEN 3020
3040 CALL CLEAR
3050 RETURN

```

Evasione



Il vostro Ti 99, con questo programma scritto in Ti Basic, vi ha posto al comando di un gruppo di prigionieri di guerra che vogliono disperatamente fuggire da un campo di concentramento: ciò non è facile, ma la vostra abilità di organizzatore vi consentirà di far scappare un buon numero di prigionieri. A questo scopo dovrete guidarli verso l'infermeria, dalla quale si diparte una galleria segreta che porta fuori le mura della prigione, e poi sul sentiero nel bosco verso la libertà.

```

100 REM *****
110 REM *
120 REM * E V A S I O N E *
130 REM *
140 REM * TI-99/4A *

150 REM * TI BASIC *

160 REM *****
170 CALL CLEAR
180 PRINT " ** EVASIONE ** "
::
190 PRINT "TU SEI L'ORGANIZZATOR
E DEL":"COMITATO DI EVASIONE DA

```

Qualche prigioniero, purtroppo, perderà la vita, colpito da proiettili di mitra o a causa di barriere elettrificate ad intermittenza, presenti sia all'interno che all'esterno delle mura. Attento anche al tempo che trascorre veloce, scondito dal contasecondi. Al termine dei 99 secondi concessi saprete quanti uomini avrete portato in salvo e quanti ne avrete persi nella fuga. Buona fortuna e in bocca al lupo.

```

UN":"CAMPO DI PRIGIONIERI DI GUE
RRA":
200 PRINT "GUIDA I TUOI UOMINI U
SANDO":"I TASTI DELLE FRECCETTE"
::
210 PRINT "DIRIGILI VERSO LA POR
TA DEL":"REPARTO INFERMERIA. QUI
":"E' GIA' STATA SCAVATA UNA":"G
ALLERIA":

220 PRINT "STAI ATTENTO AI MITRA
E ALLE":"BARRIERE ELETTRIFICATE
":"E DIRIGILI VERSO GLI ALBERI":
"OLTRE LE MURA":

```

<pre> 230 PRINT "PREMI UN TASTO QUALUN QUE" 240 CALL KEY(0,K,S) 250 IF S=0 THEN 240 260 ESC=0 270 MO=0 280 ROW=18 290 COL=24 300 CALL CLEAR 310 CALL SCREEN(16) 320 CALL CHAR(103,"181818FFFF181 818") 330 CALL CHAR(104,"187C7EFFFFFFE7 C38") 340 CALL CHAR(112,"0000081C241C1 422") 350 CALL CHAR(41,"0000001818") 360 CALL CHAR(40,"FFFFFFFFFFFFF F") 370 CALL CHAR(120,"FFFFFFFFFFFFF FF") 380 CALL COLOR(9,10,16) 390 CALL COLOR(10,13,1) 400 CALL COLOR(12,11,11) 410 CALL COLOR(11,6,1) 420 FOR C=1 TO 5 430 CALL VCHAR(9,C,104,7) 440 NEXT C 450 CALL VCHAR(5,14,40,15) 460 CALL VCHAR(5,28,40,15) 470 CALL HCHAR(5,15,40,13) 480 CALL HCHAR(19,15,40,13) 490 FOR CO=25 TO 27 500 CALL VCHAR(14,CO,40,5) 510 NEXT CO 520 FOR COM=15 TO 21 530 CALL VCHAR(13,COM,40,3) 540 NEXT COM 550 FOR O=25 TO 27 560 CALL VCHAR(6,O,40,5) 570 NEXT O 580 FOR OC=15 TO 21 590 CALL VCHAR(7,OC,40,3) 600 NEXT OC 610 CALL HCHAR(10,21,40) 620 CALL HCHAR(10,19,40) 630 FOR OP=12 TO 15 640 CALL VCHAR(2,OP,40,3) 650 CALL VCHAR(20,OP,40,3) 660 NEXT OP 670 FOR PO=28 TO 30 680 CALL VCHAR(2,PO,40,3) 690 CALL VCHAR(20,PO,40,3) 700 CALL HCHAR(8,20,103) 710 CALL HCHAR(12,2,32,4) 720 CALL VCHAR(14,25,32,3) 730 NEXT PO </pre>	<pre> 740 REM IMPOST.TEMPO 750 TIME=100 760 R=6 770 C=2 780 TIME=TIME-1 790 IF LEN(STR\$(TIME))=1 THEN 80 0 ELSE 810 800 CALL HCHAR(23,26,32) 810 FOR I=1 TO LEN(STR\$(TIME)) 820 CALL HCHAR(23,I+24,ASC(SEG\$(STR\$(TIME),I,1))) 830 NEXT I 840 CALL HCHAR(5,12,120) 850 CALL HCHAR(17,15,120) 860 CALL HCHAR(6,24,120) 870 CALL HCHAR(12,27,120) 880 CALL HCHAR(4,20,40,3) 890 CALL HCHAR(ROW,COL,112) 900 CALL GCHAR(10,20,G) 910 IF G=112 THEN 2020 920 CALL GCHAR(12,2,GT) 930 IF GT=112 THEN 2060 ELSE 940 940 GOSUB 1240 950 RANOOIMIZE 960 X=INT(RNO*6)+1 970 ON X GOSUB 1360,1520,1680,18 60,1360,1360 980 CALL KEY(0,K,S) 990 IF K=69 THEN 1000 ELSE 1050 1000 ROW=ROW-1 1010 CALL GCHAR(ROW,COL,GET) 1020 IF GET>32 THEN 1030 ELSE 12 20 1030 ROW=ROW+1 1040 GOTO 1220 1050 IF K=88 THEN 1060 ELSE 1110 1060 ROW=ROW+1 1070 CALL GCHAR(ROW,COL,GET) 1080 IF GET>32 THEN 1090 ELSE 12 20 1090 ROW=ROW-1 1100 GOTO 1220 1110 IF K=68 THEN 1120 ELSE 1170 1120 COL=COL+1 1130 CALL GCHAR(ROW,COL,GET) 1140 IF GET>32 THEN 1150 ELSE 12 20 1150 COL=COL-1 1160 GOTO 1220 1170 IF K=83 THEN 1180 ELSE 1220 1180 COL=COL-1 1190 CALL GCHAR(ROW,COL,GET) </pre>
---	--

1200 IF GET>32 THEN 1210 ELSE 1220	1670 RETURN
1210 COL=COL+1	1680 REM G3
1220 CALL HCHAR(ROW,COL,32)	1690 CALL SOUND(200,-3,1)
1230 GOTO 890	1700 CALL HCHAR(ROW,COL,112)
1240 REM CONTEGGIO TEMPO	1710 FOR RR=26 TO 15 STEP -1
1250 TIME=TIME-1	1720 CALL HCHAR(12,RR,41)
1260 IF LEN(STR\$(TIME))=1 THEN 1270 ELSE 1280	1730 CALL GCHAR(ROW,COL,GC)
1270 CALL HCHAR(23,26,32)	1740 IF GC=41 THEN 1750 ELSE 1820
1280 FOR I=1 TO LEN(STR\$(TIME))	1750 CALL HCHAR(ROW,COL,120)
	1760 CALL SOUNO(200,392,2,330,2)
1290 CALL HCHAR(23,I+24,ASC(SEG\$(STR\$(TIME),I,1)))	1770 CALL HCHAR(ROW,COL,32)
1300 NEXT I	1780 MO=MO+1
1310 IF TIME=0 THEN 1330	1790 CALL HCHAR(ROW,COL,32)
1320 RETURN	1800 ROW=18
1330 CALL CLEAR	1810 COL=24
1340 PRINT "HAI PERSONO";MO;" UOMINI";" E";ESC;"UOMINI SONO RIUSCITI A";"FUGGIRE"::::	1820 CALL HCHAR(12,RR,32)
1350 STOP	1830 NEXT RR
1360 REM G1	1840 CALL HCHAR(ROW,COL,32)
1370 CALL SOUND(200,-1,1)	1850 RETURN
1380 CALL HCHAR(ROW,COL,112)	1860 REM G4
1390 CALL VCHAR(6,12,41,13)	1870 CALL SOUND(200,-5,1)
1400 CALL GCHAR(ROW,COL,GC)	1880 CALL HCHAR(ROW,COL,112)
1410 IF GC=41 THEN 1420 ELSE 1490	1890 CALL HCHAR(17,16,41,9)
1420 CALL HCHAR(ROW,COL,120)	1900 CALL GCHAR(ROW,COL,GC)
1430 CALL SOUND(200,392,2,330,2)	1910 IF GC=41 THEN 1920 ELSE 1990
	1920 CALL HCHAR(ROW,COL,120)
1440 CALL HCHAR(ROW,COL,32)	1930 CALL SOUNO(200,392,2,330,2)
1450 MO=MO+1	1940 CALL HCHAR(ROW,COL,32)
1460 CALL HCHAR(ROW,COL,32)	1950 MO=MO+1
1470 ROW=18	1960 CALL HCHAR(ROW,COL,32)
1480 COL=24	1970 ROW=18
1490 CALL VCHAR(6,12,32,13)	1980 COL=24
1500 CALL HCHAR(ROW,COL,32)	1990 CALL HCHAR(17,16,32,9)
1510 RETURN	2000 CALL HCHAR(ROW,COL,32)
1520 REM G2	
1530 CALL SOUND(200,-2,1)	2010 RETURN
1540 CALL HCHAR(ROW,COL,112)	2020 CALL HCHAR(ROW,COL,32)
1550 CALL VCHAR(7,24,41,12)	2030 ROW=8
1560 CALL GCHAR(ROW,COL,GC)	2040 COL=13
1570 IF GC=41 THEN 1580 ELSE 1650	2050 GOTO 940
1580 CALL HCHAR(ROW,COL,120)	2060 CALL HCHAR(12,2,32)
1590 CALL SOUNO(200,392,2,330,2)	2070 FOR S=30 TO 0 STEP -2
	2080 CALL SOUNO(100,262,S)
1600 CALL HCHAR(ROW,COL,32)	2090 NEXT S
1610 MO=MO+1	2100 ROW=18
1620 CALL HCHAR(ROW,COL,32)	2110 COL=24
1630 ROW=18	2120 ESC=ESC+1
1640 COL=24	2130 GOTO 890
1650 CALL VCHAR(7,24,32,12)	
1660 CALL HCHAR(ROW,COL,32)	

Air defense

Questo è un nuovo, appassionante, giuochino d'azione che con poche istruzioni da digitare vi offrirà ore di divertimento assicurate. Scopo del gioco è difendere da continui bombardamenti aerei la vostra città natale in modo da salvare il maggior numero possibile di case dalla distruzione.

Per raggiungere questo obiettivo posizionare il mirino della vostra contraerea sulla bomba in fase discendente (utilizzando i tasti con le frecce) e premere la barra spaziatrice in modo da far esplodere a mezz'aria l'ordigno con uno dei vostri missili terra-aria. Sembra facile, ma...

```

60 REM *****
70 REM ** AIR DEFENSE **
80 REM *****
90 REM TI-99 BASIC
100 DIM BLOCK$(2),PLACE(2),BUILD
    IN (32,2)
110 RANDOMIZE
120 REM
130 CALL CHAR(129,"001CBFFFFFFBE1
C00")
140 REM
150 CALL CHAR(130,"181818FFFF181
818")
160 CALL CLEAR
170 CALL SCREEN(12)
180 FOR J=5 TO 8
190 CALL COLOR(J,5,16)
200 NEXT J
210 FOR J=9 TO 12
220 CALL COLOR(J,2,14)
230 NEXT J
240 T=0
250 P=0
260 Q=0
270 M=0
280 CALL CLEAR
290 PRINT "          AIR DEFENSE"

300 PRINT
310 PRINT
320 PRINT
330 PRINT " vuoi le istruzioni?"
340 PRINT
350 PRINT "          premi S o N"

360 FOR I=1 TO 7
370 PRINT
380 NEXT I
390 CALL KEY(3,Y,STATUS)

```

```

400 IF STATUS=0 THEN 390
410 IF Y=ASC("N") THEN 750
420 IF Y=ASC("S") THEN 520
430 CALL CLEAR
440 PRINT
450 PRINT " non hai premuto S o
    N."
460 FOR I=1 TO 13
470 PRINT
480 NEXT I
490 FOR DELAY=1 TO 500
500 NEXT DELAY
510 GOTO 280
520 CALL CLEAR
530 PRINT " DEVI FERMARE LA CA
    DU"A"
540 PRINT "DI BOMBE ESPLODENDOLE
    A MEZZ'ARIA."
550 PRINT
560 PRINT

570 PRINT " -MUOVI IL MIRINO-"

580 PRINT
590 PRINT " sinistra: PREMI <s>
    "
600 PRINT " destra: PREMI <d>
    "
610 PRINT " su: PREMI <e>
    "
620 PRINT " giu': PREMI <x>
    "
630 PRINT
640 PRINT " QUANDO LA BOMBA ED
    IL"
650 PRINT "MIRINO COMBACIANO, SP
    ARA"
660 PRINT "PREMENDO LA BARRA."
670 PRINT "PRIMA ESPLODERAI LA B
    OMBA,"

```

```

680 PRINT "MAGGIOR PUNTEGGIO AVR
AI."
690 PRINT
700 PRINT
710 PRINT
720 PRINT "    PREMI un tasto..."

730 CALL KEY(0,S,STATUS)
740 IF STATUS=0 THEN 730
750 CALL CLEAR
760 CALL COLOR(8,2,1)
770 PRINT "    IN BOCCA AL LUPO!
!"
780 FOR I=1 TO 10
790 PRINT
800 NEXT I
810 IF R=ASC("R") THEN 840
820 GOSUB 2090
830 GOTO 860
840 FOR I=1 TO 250
850 NEXT I
860 CALL CLEAR
870 GOSUB 2300
880 IF T=20 THEN 1860
890 T=T+1
900 CCROSS=16
910 RCROSS=21
920 RBOMB=1
930 CALL SCREEN(6)
940 CBOMB=INT(RND*29)+2
950 HS=STR$(T)
960 ROW=2
970 COL=3
980 GOSUB 2520
990 SCORE=P*Q*10
1000 HS=STR$(SCORE)
1010 ROW=5
1020 GOSUB 2520
1030 FOR I=1 TO 70
1040 NEXT I
1050 FOR I=2 TO 5 STEP 3
1060 CALL HCHAR(I,3,32,6)

1070 NEXT I
1080 OLDRXCROSS=RCROSS
1090 OLDCCROSS=CCROSS
1100 CALL KEY(0,A,STATUS)
1110 IF A<>ASC("E") THEN 1130
1120 RCROSS=RCROSS-SGN(RXCROSS-1)

1130 IF A<>ASC("X") THEN 1150
1140 RCROSS=RCROSS+SGN(22-RXCROSS
)
1150 IF A<>ASC("D") THEN 1170
1160 CCROSS=CCROSS+SGN(31-CCROSS
)
1170 IF A<>ASC("S") THEN 1190
1180 CCROSS=CCROSS-SGN(CCROSS-2)

1190 IF RBOMB=1 THEN 1210
1200 CALL VCHAR(RBOMB-1,CBOMB,32
)
1210 IF (RCROSS=OLDRXCROSS)*(CCRO
SS=OLDCCROSS) THEN 1230
1220 CALL VCHAR(OLDRXCROSS,OLDCCR
OSS,32)
1230 CALL VCHAR(RCROSS,CCROSS,13
0)
1240 CALL VCHAR(RBOMB,CBOMB,129)

1250 RBOMB=RBOMB+1
1260 IF RBOMB=23 THEN 1540
1270 IF (RCROSS=RBOMB-1)*(CCROSS
=CBOMB) THEN 1290
1280 GOTO 1080
1290 CALL KEY(0,B,STATUS)
1300 IF B=32 THEN 1330
1310 GOTO 1080
1320 REM
1330 RBOMB=RBOMB-1
1340 CALL SCREEN(10)
1350 CALL VCHAR(RBOMB,CBOMB,32)

1360 CNT=0
1370 C1=92
1380 C2=47
1390 FOR I=-1 TO 1 STEP 2
1400 CALL VCHAR(RBOMB+I,CBOMB+I,
C1)
1410 CALL VCHAR(RBOMB+I,CBOMB-I,
C2)
1420 NEXT I
1430 C1=32
1440 C2=32
1450 IF CNT=1 THEN 1510
1460 CNT=1
1470 FOR VOL=10 TO 30 STEP 5
1480 CALL SOUND(100,-6,VOL)
1490 NEXT VOL
1500 GOTO 1390
1510 P=P+1
1520 Q=Q+(23-RBOMB)
1530 GOTO 880
1540 REM

1550 CALL VCHAR(22,CBOMB,32)
1560 CALL SCREEN(9)
1570 CALL COLOR(12,11,1)
1580 CALL VCHAR(23,CBOMB-1,122)

1590 CALL VCHAR(23,CBOMB,32)
1600 CALL VCHAR(23,CBOMB+1,123)

1610 CALL VCHAR(24,CBOMB-1,124)
1620 CALL VCHAR(24,CBOMB,125)
1630 CALL VCHAR(24,CBOMB+1,126)

```

```

1640 FOR I=1 TO 20
1650 NEXT I
1660 CALL COLOR(12,7,1)
1670 CALL SCREEN(12)
1680 FOR I=1 TO 20
1690 NEXT I
1700 CALL SCREEN(7)
1710 FOR VOL=24 TO 1 STEP -4
1720 CALL SOUND(200,-7,VOL)
1730 NEXT VOL
1740 FOR DVOL=1 TO 24 STEP 4
1750 CALL SOUND(200,-7,DVOL)
1760 NEXT DVOL
1770 FOR J=23 TO 24
1780 FOR I=CBOMB-1 TO CBOMB+1
1790 CALL VCHAR(J,I,32)
1800 NEXT I
1810 NEXT J
1820 CALL VCHAR(RCROSS,CCROSS,32)
1830 CALL COLOR(12,2,14)
1840 M=M+1
1850 GOTO 880
1860 CALL CLEAR
1870 CALL SCREEN(4)
1880 CALL COLOR(8,5,16)
1890 PRINT "          GAME OVER"

1900 FOR I=1 TO 4
1910 PRINT
1920 NEXT I
1930 PRINT "    DISTRUTTO    ";P
1940 PRINT
1950 PRINT "    MANCATO      ";M
1960 PRINT
1970 PRINT "    PUNTI TOTALI";P*Q
*10
1980 FOR I=1 TO 4
1990 PRINT
2000 NEXT I
2010 PRINT "    PREMI r PER RIGIO
CARE"
2020 PRINT
2030 PRINT
2040 CALL KEY(0,R,STATUS)
2050 IF STATUS=0 THEN 2040
2060 IF R=ASC("R") THEN 160
2070 END

2080 REM
2090 FOR ROW=2 TO 1 STEP -1
2100 FOR COL=1 TO 32
2110 READ BUILDING(COL,ROW)
2120 NEXT COL
2130 NEXT ROW
2140 REM
2150 CALL CHAR(136,"FFABFFABFFAB
FFFF")
2160 CALL CHAR(128,"003C7EFFFFFF
7E42")
2170 CALL CHAR(131,"42665A664242
7E66")
2180 CALL CHAR(132,"606060606060
6060")
2190 CALL CHAR(133,"607858F8D8F8
D8F8")
2200 CALL CHAR(134,"F8A8F8A8F8A8
F8F8")
2210 CALL CHAR(135,"C3C3FFABFFAB
FFFF")
2220 CALL COLOR(14,7,12)
2230 CALL CHAR(122,"804020100804
0201")
2240 CALL CHAR(123,"010204081020
4080")
2250 CALL CHAR(124,"80E0F8FFFFFF
FFFF")

2260 CALL CHAR(125,"814224180081
C3E7")
2270 CALL CHAR(126,"01071F7FFFFF
FFFF")
2280 RETURN
2290 REM
2300 FOR ROW=2 TO 1 STEP -1
2310 FOR COL=1 TO 32

2320 BLOCK$(ROW)=BLOCK$(ROW)&CHR
$(BUILDING(COL,ROW))
2330 NEXT COL
2340 NEXT ROW
2350 FOR ROW=2 TO 1 STEP -1
2360 FOR COL=1 TO 32

2370 PLACE(ROW)=ASC(SEG$(BLOCK$(
ROW),COL,1))
2380 CALL HCHAR(ROW+22,COL,PLACE
(ROW))
2390 NEXT COL

2400 NEXT ROW
2410 RETURN
2420 REM
2430 DATA 136,134,131,135,133,13
6,136,133
2440 DATA 135,136,136,136,133,13
6,136,135
2450 DATA 135,136,136,134,133,13
6,136,136
2460 DATA 135,132,136,32,131,135
,132,135
2470 DATA 134,133,128,32,132,32,
135,32
2480 DATA 32,32,134,132,132,32,1
33,32

```

```

2490 DATA 32,32,128,32,132,32,13
3,135
2500 DATA 32,132,132,32,128,32,1
32,32
2510 REM
2520 FOR I=1 TO LEN(H$)
2530 DIGIT=ASC(SEG$(H$,I,1))
2540 CALL HCHAR(ROW,COL+I,DIGIT)

2550 NEXT I
2560 RETURN

```



Guerre stellari

MSX

Siete a bordo della vostra astronave in una missione esplorativa in una regione sconosciuta dello spazio, quando, all'improvvisa, venite attaccati da una flotta di un esercito sconosciuto. Tentate di usare le vostre armi, ma i comandi non rispondono alle sollecitazioni, a causa delle fortissime radiazioni presenti nella zona! L'unica soluzione è cercare di urtare e distruggere le navicelle nemiche più piccole evitando di essere colpiti dalle astronavi più grandi. Attenzione: se una piccola navicella sfugge al

vostra intercettazione avrete perduto il combattimento, ma consolatevi, potrete sempre chiedere la rivincita! I tasti cursore servono per muovere la vostra astronave a destra e a sinistra.

Le linee 800-830 controllano la spettacolare esplosione dopo una collisione. La linea 200 e la linea 215 possono essere facilmente modificate per alterare rispettivamente la distanza verticale e quella orizzontale delle astronavi nemiche.

```

1 REM GUERRE STELLARI
4 GOSUB60000
5 SCREEN1,2:KEYOFF:COLOR 15,1,1:PRINT"
  GUERRE STELLARI"
15 FORI=1TO32:READQ:AS=AS+CHR$(Q):NEXT:S
  PRITE$(Q)=AS:AS=""
20 FORI=1TO32:READQ:AS=AS+CHR$(Q):NEXT:S
  PRITE$(1)=AS:AS=""
25 FORI=1TO8:READQ:AS=AS+CHR$(Q):NEXT:SP
  RITE$(2)=AS
30 DEFUSR=60000!:DEFUSR1=60118!:POKE$999
  6!,10

```

```

35 FORI=1TO5:VPOKE6914+4*I,8:NEXT
40 FS=1:PRINT:PRINT:PRINT:INPUT"Live!Lo
  di Di+f1001t*(1-4)*",LD$:DT=2*VAL(LD$)+2
  :IFDT>10THEN40
50 FORI=1TO8:PRINT:NEXT:PRINT"PREMI UN T
  ASTO PER INIZIARE"
55 D=RND(1):IFINKEY$=""THEN55
60 SPRITEON:ONSFRITEGOSUB800
65 FORI=1089TO1095:VPOKEI,0:NEXT:VPOKE10
  88,1
70 CLS:FORI=1TO60:VPOKE6144+INT(RND(1)*7
  00),136:NEXT

```

```

95 TIME=0:PUTSPRITE0,(120,100),11
100 POKE59999!,7:D=USR(D)
110 GOSUB200
120 GOSUB300
190 GOTO100
200 IF TIME<105-25*LD THEN RETURN
210 K=LS+1:IF K=6 THEN K=1
212 IF SF AND 2^K THEN RETURN ELSE LS=K:TIME=0:
IF RND(1)<.6 THEN K1=8:K2=7 ELSE K1=4:K2=8
215 VPOKE6914+4*K,LS,K1:PUTSPRITE LS,(INT(RND(1)*
(150-20*LD))+40+20*LD),0),K2:SF=(SF
)OR 2^K
220 RETURN
300 POKE59999!,DT:POKE59998!,2:FOR I=1 TO 5
:IF SF AND 2^I THEN POKE59997!,1:D=USR(D):IF
VPEEK(6912+4*I)>190 AND (SF AND 2^I) THEN SF=SF
AND (255-2^I):PUTSPRITE I,(10+30*I,200):IF
VPEEK(6914+4*I)=8 THEN GE=1:GOTO 900 ELSE FS
=FS+1:IF FS=6 THEN FS=1
305 NEXT
310 RETURN
800 SPRITEOFF:IF VPEEK(6914+4*FS)=4 THEN 900
900 PUTSPRITE FS,(10+30*FS,200):SF=SF AND (
255-2^FS):NS=NS+1:PLAY"154w1700w10n54n32
"
820 FS=FS+1:IF FS=6 THEN FS=1
830 SPRITEON:RETURN
900 SCREEN1:PRINT"          GAME OVER"
910 FOR I=1 TO 10:PRINT.NEXT:PRINT"Astronav
i nemiche colpite:",NS
920 PRINT:PRINT:IF GE=1 THEN PRINT"UNA ASTR
ONAVE E' RIUSCITA A FUGGIRE!!!" ELSE PRI
NT"L'ASTRONAVE DA TRASPORTO TI HA COLPI
TU!"

```

```

940 IF INKEY$="" THEN ENDOELSE 940
10000 DATA 1,1,1,129,129,199,206,206,254,
206,255,207,199,198,199,131,128,128,128,
130,130,227,115,115,127,115,255,243,227,
99,227,194
10010 DATA 56,56,255,255,255,127,63,63,31
,30,14,6,2,1,1,1,28,28,255,255,255,254,2
52,252,248,120,112,96,64,128,128,128
10020 DATA 129,195,231,255,24,36,66,129
60000 CLS:RESTORE 60020
60010 FOR I=60000! TO 60217!:READ Q:POKE I,Q:
NEXT:RESTORE:RETURN
60020 DATA 19,170,230,240,33,92,234,94,2
46,8,0,0,0,0,0,0,0,0,0,0,211,170,219,1
69,71,0,0,0,0,0,0,0,0
60030 DATA 0,0,0,230,128,194,151,234,203,
91,202,151,234,62,3,50,94,234,195,209,23
4,120,230,64,194,170,234,203,83,202,170,
234,62,2
60040 DATA 50,94,234,195,209,234,120,230,
32,194,189,234,203,67,202,189,234,62,0,5
0,94,234,195,209,234,120,230,16,194,208,
234,203,75,202,208,234,62,1,50,94,234,19
5,209,234,201,62,0,50,93,234,58
60050 DATA 93,234,203,39,203,39,79,6,0,33
,0,27,9,58,95,234,71,58,94,234,87,254,0,
194,250,234,205,27,235,121,152,79,195,44
,235,254
60060 DATA 1,194,6,235,35,205,27,235,195,
244,234,254,2,194,20,235,205,27,235,121,
128,79,195,44,235,35,205,27,235,195,14,2
35,125,243,211
60070 DATA 153,124,211,153,0,0,0,0,219,15
2,79,183,251,201,125,243,211,153,124,246
,64,211,153,121,211,152,251,201

```

Ufo

MSX

Distruggete la flotta aerospaziale nemica utilizzando le potenti armi della vostra navicella spaziale. Combatterete dapprima volando sullo sfondo della vostra città e, se riuscirete a resistere oltre un determinato numero di secondi, dovrete inseguire il nemico fino al pianeta da cui è arrivato. Ma attenzione, è una lotta contro il tempo!

Usate i tasti cursore per muovervi in tutte le

direzioni e la barra-spazio per sparare. Se lo desiderate potete apporre alcune modifiche al programma soprattutto nella linea 60, modificando i valori delle variabili S1 e S2 che rappresentano la durata dei due scenari di combattimento. Potreste inoltre provare voi stessi a creare un terzo nuovo scenario immaginando nuovi pianeti o pericolose meteoriti.

```

1 REM UFO
10 GOSUB60000
15 COLOR 15,1,1:SCREEN2,2
20 FOR I=1 TO 32:READ Q:H$=H$+CHR$(Q):NEXT S
PRILE$(Q)=H$ A$=""

```

```

25 FOR I=1 TO 32:READ Q:H$=H$+CHR$(Q):NEXT S
PRITE$(I)=H$:SPRITE$(2)=CHR$(255)+CHR$(2
55) FOR I=14432 TO 14464:VPOKE I,2^(INT(RND(
1+43))
27 NEXT

```

```

30 DRAW"BM10,30D134R1D4R2D3R3D2R4D1R5D1
R4D2R3D3R2D4R1U134L21D110L1D4L1D3L1D2L1D
1L25U1L1U2L1U3L1U4L1U110L20":PAINT(20,40
/
35 DRAW"BM99,30D14SR20U60R30U20L30U45R55
U20L75":PAINT(100,100)
40 DRAW"BM195,30R40D1R4D2R3D3R2D4R1D12cL
1D4L2D3L3D2L4D1L40U1L40L3U3L2U4L1U126R1
U4R2U3R3U2R4U1"
45 DRAW"BM208,51R14D1R2D2R1D98L1D2L2D1L1
40L1L2U2L1U98R1U2R2U1":PAINT(200,60)
50 PUTSPRITE1,(0,5),8:DEFUSR=60000!:DEFU
SR1=60118!:POKE59996!,13 POKE59997!,1:PO
KE59998!,3:POKE59999!,1
55 IFINKEY#=""THENEND=USR1(D):GOTO55
60 S1=60*60,S2=60*30,TIME=0
99 REM DISEGNO SCHERMO 1
100 CLS:COLOR 15,1,1:DRAW"bm0,170r5u12r2
u3r6u4r2u10r3d2r2d3r4u6r2d14r2u2u7d15r3
u2r2d2r1u6r4u3r7d9r2u18r5d10r3u1r2u3r2d2
r3u4r2u3r3d14r2u11r6u2r2d5r2u2r2u3r3d7"
105 DRAW"r3d5r5u8r3d1r3d2r3d6r5u9r4d8r2u
12r1d12r2d5r4u1r3u19r5d13r4d4r2u8r4d2r3d
1r3d5r3u7r3u2r2d5r1u8r3u9r5d3r1d4r4u2r4d
4r3d1r2d1r3d2r2u6r3u2r1d2r4d3r2u7r3"
110 DRAW"u8r5u3r1u2r4u1r3d1r2d3r4u6r2d3r
1d5r4u16r6u8r2d5r4u3r4u2r2d3r2d2r2u6r4d6
u2f5,192"
120 PUTSPRITE1,(120,70),8:PUTSPRITE0,(0,
80),11
130 STRING(0)ON ONSTRIG60SUB400
140 SPRITEON ONSPRITE60SUB450
199 REM CONTROLLO 1
200 IFVPEEK(6912)>175THENPOKE59996!,12EL
SEPOKE59996!,13
205 D=USR(D) IFVPEEK(6912)>160ANDVPEEK(6
912)<175THENHE=2.GOTO800
210 POKE59998!,3:POKE59999!,4:POKE59997!
,0 D=USR(D)
220 GOSUB300
230 IFFF=1THENGOSUB350
240 IFTIME>S1THEN500
290 GOTO200
299 REM MOVIMENTO UFO
300 POKE59997!,1:POKE59999!,7:IFFF=0THEN
POKE59998!,3 GOTO310
305 IFRND(1)<.6THENPOKE59998!,3ELSEIFRND
(1)<.50THENPOKE59998!,0ELSEPOKE59998!,2
310 D=USR(D)
320 RETURN
349 REM MOVIMENTO RAZZI
350 IFVPEEK(6921)>238THENFF=0 PUTSPRITE2
,(101,200) RETURN
360 VPoke6921,VPEEK(6921)+16
370 RETURN
399 REM FUOCO RAZZI
400 IFFF=10RVPEEK(6913)>243THENRETURN
405 FF=1,PUTSPRITE3,(VPEEK(6913)+16,VPEE
K(6912))
410 RETURN
449 REM COLLISIONE
450 SPRITEOFF:IFFF=0ANDABS(VPEEK(6913)-V
PEEK(6917))<17THENHE=1,VPoke6914,12:FORI
1=1TO200 NEXT VPoke6918,12:FORI1=1TO600.
NEXT:GOTO800
455 IFABS(VPEEK(6916)-VPEEK(6920))<8THEN

```

```

NU=NU+1:VPoke6918,12:PUTSPRITE2,(101,200
).PLAY"14u20u0u614u15"<FORI1=1TO500:NEXT:
VPoke6918,4 FF=0 PUTSPRITE1,(0,70+INT(RN
D(1)*20)):SPRITEON:RETURN
460 FF=0 PUTSPRITE2,(101,220):SPRITEON:R
ETURN
499 REM DISEGNO SCHERMO 2
500 COLOR 15,1,1 CLS
505 CIRCLE(220,5),5,15,0,6,.5
510 FORI=1TO9:CIRCLE(220,5+3*I),10+2*I,1
5,0,6.28,.5 NEXT FORI=1TO9:CIRCLE(220,33
+3*I),28+2*I,15,0,6.28,.5 NEXT
590 FORI=0TO255STEP6:FORJ=0TO190STEP6:IF
RND(1)<.1THENPSET(I,J),15
595 NEXT:HEX:TIME=0:SPRITEON
599 REM CONTROLLO 2
600 D=USR(D)
610 POKE59998!,3:POKE59999!,5:POKE59997!
,0 D=USR(D)
620 GOSUB300
630 IFFF=1THENGOSUB350
640 IFTIME>S2THENHE=3 GOTO800
690 GOTO600
799 REM GAME OVER
800 SCREEN1:PRINT" G A M E O V E R
":PRINT:PRINT
805 PRINT"Astronavi nemiche abbattute.",
NU:PRINT:PRINT
810 IFHE=1THENPRINT"Collisione con una a
stronave"
820 IFHE=2THENPRINT"Sei precipitato sull
a città!"
830 IFHE=3THENPRINT"FUORI TEMPO: LA FLOT
TA NEMICA":PRINT"E' RIENTRATA ALLA BASE"
890 IFINKEY#=""THENENDELSE890
9999 REM DATA SPRITES
10000 DATA0,0,0,224,224,224,240,248,255,
255,127,31,31,62,112,0,0,0,0,0,0,0,50,
254,255,252,224,128,0,0,0
10010 DATA0,0,0,3,5,15,126,255,240,127,6
3,7,0,0,0,0,0,0,192,64,240,102,255,0,2
54,252,224,0,0,0,0
60000 CLS:RESTORE60020
60010 FORI=60000!TO60217!:READU:POKEI,U
NEXT:RESTORE:RETURN
60020 DATA219,170,230,240,33,92,234,94,2
46,9,0,0,0,0,0,0,0,0,0,0,211,170,219,1
69,71,0,0,0,0,0,0,0,0
60030 DATA0,0,0,230,126,194,151,234,203,
91,202,151,234,62,3,50,94,234,195,209,23
4,120,230,64,194,170,234,203,83,202,170,
234,62,2
60040 DATA50,94,234,195,209,234,120,230,
32,194,189,234,203,67,202,189,234,62,0,5
0,94,234,195,209,234,120,230,16,194,208,
234,203,75,202,208,234,62,1,50,94,234,19
5,209,234,201,62,0,50,93,234,58
60050 DATA93,234,203,39,203,39,79,6,0,33
,0,27,9,58,95,234,71,58,94,234,87,254,0,
194,250,234,205,27,205,121,152,79,195,44
,235,254
60060 DATA1,194,6,235,35,205,27,235,195,
244,234,254,2,194,20,235,205,27,235,121,
128,79,195,44,235,35,205,27,235,195,14,2
35,125,243,211
60070 DATA153,124,211,153,0,0,0,0,219,15
2,79,183,251,201,125,243,211,153,124,246
,64,211,153,121,211,152,251,201

```

Football

MSX

Vi ritenete una promessa dal calcio? Sì? Allora controlliamo la vostra abilità nel palleggio aereo. Dovete riuscire ad effettuare il maggior numero possibile di palleggi, colpendo il pallone sia con la testa che con i piedi, senza far toccare alla sfera il suolo. Se riuscite a mirare le fessure poste in alto otterrete dei punti extra.

I tasti cursore muovono il calciatore a destra e a sinistra e la barra-spazio serve per calciare. È molto semplice modificare la velocità del pallone, che è controllata dalla variabile SP nella linea 80. Ma sarebbe più interessante inserire degli ostacoli sui muri per creare, se colpiti, dei rimbalzi imprevedibili al pallone.

```
1 REM FOOTBALL
10 GOSUB60000
15 SCREEN1,3:KEYOFF:COLOR 15,3,3:PRINT "
  **FOOTBALL**"
20 FORI=1TO32:READQ:AS=AS+CHR$(Q):NEXT:SPRITE$(0)=AS:AS=""
25 FORI=1TO32:READQ:AS=AS+CHR$(Q):NEXT:SPRITE$(1)=AS:AS=""
30 FORI=1TO32:READQ:AS=AS+CHR$(Q):NEXT:SPRITE$(2)=AS:AS=""
35 FORI=1TO8:READQ:AS=AS+CHR$(Q):NEXT:SPRITE$(3)=AS
40 DEFUSR=60000:DEFUSR1=60118:POKE5999
  6!,10
45 FORI=1TO20:PRINT:NEXT:PRINT"Premi un
  tasto per iniziare":POKE59997!,3:POKE599
  98!,3:POKE59999!,1:PUTSPRITE0,(120,100),
  1:PUTSPRITE3,(0,20)
47 FORI=1088TO1103:READQ:VPOKEI,Q:NEXT
50 D=USR1(D):IFVPEEK(6925)=25STHENPOKE59
  998!,1ELSEIFVPEEK(6925)=1STHENPOKE59998!,
  3
55 IFINKEY#=""THEN50
59 REM DISEGNO CAMPO
60 CLS:K=134:VPOKE1072,170:VPOKE1073,127
  :VPOKE1074,254:VPOKE1075,127:VPOKE1076,2
  54:VPOKE1077,127:VPOKE1078,254:VPOKE1079
  ,85:FORI=6144TO6175:VPOKEI,K:NEXT:VPOKE6
  147,32:VPOKE6148,32:VPOKE6159,32:VPOKE61
  60,32:VPOKE6172,32:VPOKE6173,32
65 FORI=6176TO6880STEP32:VPOKEI,K:VPOKEI
  +31,K:NEXT:FORI=6849TO6879:VPOKEI,K:NEXT
70 FORI=6893TO6911:VPOKEI,K:NEXT
75 VPOKE8208,195:GOSUB1000:PUTSPRITE0,(1
  20,142):PUTSPRITE3,(11,11)
80 DR=6:SP=7:STRIG(0)ON.ONSTRIG6GOSUB800
85 K=6817:FORI=1TO11:VPOKEK,136:VPOKEK+1
  6,136:K=K+31:NEXT:FORI=6465TO6494:VPOKEI
  ,137:VPOKEI-96,137:NEXT
95 SPRITEON.ONSPRITE6GOSUB700
99 REM CONTROLLO
100 POKE59999!,6:D=USR1(D)
105 IFPEEK(59997!)>0STHENVPOKE6914,0
110 GOSUB200
120 GOSUB300
190 GOTO100
199 REM MOVIMENTO PALLA
```

```
200 IFDR>3STHENSPRITEOFF:GOTO210ELSEPOKE5
  9999!,SP:POKE59997!,3:POKE59998!,DR:D=US
  R1(D):GOTO220
210 POKE59997!,3:POKE59999!,SP-1:K1=DR-4
  :K2=(DR-3)MOD4:POKE59998!,K1:SPRITEON,D=
  USR1(D):POKE59998!,K2:D=USR1(D)
220 X=VPEEK(6925):Y=VPEEK(6924):RETURN
299 REM CONTROLLO POSIZIONE
300 IFY<BODY>192STHENHT=0:PLAY"19s14m1900
  n30":GOTO400
305 IFX<BODYX>248STHENPLAY"s8m20019n20":GO
  TO450
310 IFX>237STHENHT=0:PLAY"m30000s819n35":
  GOTO500
315 IFY>168STHENY00
320 RETURN
399 REM PALLA CONTRO IL SOFFITTO
400 IFX>19ANDX<35STHENHH=1:GOTO420ELSEIFX
  >115ANDX<131STHENHH=2:GOTO420ELSEIFX>219A
  NDX<235STHENHH=3:GOTO420
410 IFDR=7STHENDR=6:K=2ELSEIFDR=0STHENDR=2
  :K=-2ELSEIFDR=4STHENDR=5:K=-2ELSERETURN
415 VPOKE6925,VPEEK(6925)+K:RETURN
420 PLAY"m1000s814n33":FORI=1TO1000:NEXT
  :IFHH=1ORHH=3STHENS=SC+50ELSESC=SC+100
425 GOSUB1000:PUTSPRITE3,(9,11):DR=6:RET
  URN
499 REM PALLA CONTRO IL MURO SINISTRO
450 IFDR=4STHENDR=7:K=-2ELSEIFDR=1STHENDR=
  3:K=-2ELSEDR=6:K=-2
455 VPOKE6924,VPEEK(6924)+K
460 RETURN
499 REM PALLA CONTRO IL MURO DESTRO
500 IFDR=7STHENDR=4:K=-2ELSEIFDR=6STHENDR=
  5:K=2ELSEDR=1:K=2
505 VPOKE6924,VPEEK(6924)+K
510 RETURN
699 REM PALLEGGIO
700 IFHT=1STHENRETURNELSESPRITEOFF:SC=SC+
  1:HT=1:GOSUB1000:PX=VPEEK(6913):IFY>160T
  HENY20
705 IFDR=2STHENIFRND(1)<.5STHENDR=4ELSEDR=
  7ELSEIFDR=6STHENDR=0ELSEIFDR=5STHENDR=0ELS
  EIFDR=1STHENDR=7ELSEIFDR=3STHENDR=4
710 GOTO750
720 IFVPEEK(6914)=8STHENIFX<170STHENDR=4:G
  OTO750ELSEDR=1:GOTO750
```

```

725 IFVPEEK(6914)=4THENIFX>162THENDR=7.6
010750ELSEDR=3.GOTO750
750 SPRITEON:RETURN
800 PX=VPEEK(6913).IFPX+4<XTHENVPONE6914
,4ELSEVPONE6914,8
910 RETURN
999 REM GAME OVER
900 STRIG(0)OFF:SPRITEOFF:CLS:PRINT"
  GAME OVER":PRINT:PRINT:PRINT
910 PRINT"HAI TOTALIZZATO ",SC;" PUNTI"
990 IFINKEY$<>""THENELSE990
999 REM AGGIORNAMENTO PUNTEGGIO
1000 FORI=1TO23:PRINT:NEXT:PRINT"PUNTI "
,SC.CHR$(11);
1010 RETURN
9999 REM DATA SPRITES
10000 DATA3,5,7,3,15,31,27,19,19,23,6,6,
6,6,6,14,128,64,192,128,224,240,176,144,
144,208,192,192,192,192,192,224
10010 DATA3,2,0,1,3,7,13,9,11,11,3,1,1,1
,1,1,192,128,192,128,224,240,220,192,224
,224,240,152,142,4,0,128
10020 DATA1,0,1,0,7,63,3,1,1,3,7,12,56,1
6,0,0,224,160,224,192,240,216,204,216,19
2,224,224,224,192,64,64,192
10030 DATA48,120,120,48,0,0,0,0
10100 DATA1,2,4,6,16,32,64,128

```

```

10102 DATA0,0,0,0,0,0,0,255
60000 CLS:RESTORE60020
60010 FORI=60000!TO60217!:READQ:POKEI,Q:
NEXT:RESTORE:RETURN
60020 DATA219,170,230,240,33,92,234,94,2
46,8,0,0,0,0,0,0,0,0,0,211,170,219,1
69,71,0,0,0,0,0,0,0,0
60030 DATA0,0,0,230,128,194,151,234,203,
91,202,151,234,62,3,50,94,234,195,209,23
4,120,230,64,194,170,234,203,03,202,170,
234,62,1
60040 DATA50,94,234,195,209,234,120,230,
32,194,189,234,203,67,202,189,234,62,0,5
0,94,234,195,209,234,120,230,16,194,200,
234,203,75,202,200,234,62,1,50,94,234,19
5,209,234,201,62,0,50,93,234,58
60050 DATA93,234,203,39,203,39,79,6,0,33
,0,27,9,58,95,234,71,58,94,234,87,254,0,
194,250,234,205,27,235,121,152,79,195,44
,235,234
60060 DATA1,194,6,235,35,205,27,235,195,
244,204,254,2,194,20,235,205,27,235,121,
128,79,195,44,235,35,205,27,235,195,14,2
35,125,243,211
60070 DATA153,124,211,153,0,0,0,0,219,15
2,79,183,251,201,125,243,211,153,124,240
,64,211,153,121,211,152,251,201

```

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